Swapnil J. Yadav

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Education

Vivekanand Education Society's Institute Of Technology   **Mumbai, India**
Master of Engineering in Information Technology   *sept 2024 – July 2026*
K.C. College of Engineering (University of Mumbai)   **Mumbai, India**
Bachelor of Engineering in Information Technology   *July 2020 - July 2024*

- CGPI: 8.43/10
- Relevant Coursework: Data Structures and Algorithms, Artificial Intelligence, Machine Learning, Distributed Systems, Operating Systems, Cloud Computing, System Design, Computer Networks, Computer Architecture
- Achievement: 1st Prize in Volleyball (2024), and Active Member of the DLLE Club in (2022-2023).

Work Experience

AWS Intern.   **Virtual**
AI & ML   *Oct 2021 – Dec 2021*

- Developed and deployed a machine learning project using AWS services, including S3 for data storage, EC2 for running computational tasks, and Lambda for scalable model inference. This experience involved managing the end-to-end process of building and launching the project on the AWS cloud.
- Acquired practical expertise in leveraging various AWS tools to handle data management, model training, and deployment, enhancing my ability to work with cloud-based machine learning solutions and optimize project workflows.
- Optimized model inference time by 15% through efficient use of AWS Lambda and EC2 services, improving overall project performance and scalability.

Selected Projects

Vehicle Number Plate Detection -   *June - July 2022*

- Developed a machine learning system in Python to recognize vehicle number plates for traffic police, leveraging OCR and YOLO libraries for image capture and processing.
- Optimized text recognition by converting images to black and white, enabling accurate detection and extraction of vehicle number plate details for retrieval of owner information.
- Improved text recognition accuracy to 90% by optimizing OCR processes.

VR Horror Game   *May - Dec 2023*

- Designed and developed a single-player VR horror game as a major project for my engineering degree. Leveraged C# to ensure optimal performance of game assets and components. Managed gameplay mechanics through intuitive button interactions, enhancing user experience.
- Received positive feedback from over 30 users for immersive gameplay and intuitive mechanics, significantly enhancing the overall user experience.**Technical Achievements**

- Second prize Winner in Projectathon 2.0 National Level Project Competition 2024, Atharva College of Engineering, Mumbai. (VR Horror Game)
- Pursuing Honors in AI/ML from Mumbai University (2022 - 2024)
- Certified in Python Basics for Data Science , AI for Everyone: Master the Basics (IBM, EDX) And Supervised Machine Learning: Regression and Classification (DeepLearning.AI, Coursera)

Skills & Interests

- **Languages/Technologies**: Python, java, html, css, js, react.js, MySql
- **Tools:** Git, NumPy, Pandas, Power BI, CI/CD, Excel, Jupyter Notebook, DBMS, Kubernetes, Docker
- **Cloud Services**: AWS, GCP