Samyak Jain

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Portfolio : https://u6734495-samyak.github.io/Samyak_Jain_Portfolio_2/

Github : https://github.com/u6734495-Samyak

OBJECTIVE

Computer Science has been exciting and allowed me to learn new things every day of my life. It is thrilling to gain insights and work on real-life projects for clients within a team environment. I am a keen enthusiast for Machine Learning and Data Analysis with great foundation skills in Math, Programming logic and cross-platform Coding. Passionate to learn and gain experience in the field of analytics to venture into the world of sports and use my skills and knowledge to one day become a Sports Analyst.

EDUCATION

Australian National University, Bachelor of Advanced Computing (Hons) **2018-2020**

Courses Completed : • Foundations of Computing • Data Wrangling • Data Mining • Information Theory • Strategic Thinking: Game theory • Intro to Machine Learning • Document Analysis • Advance Computing Research Methods • Software Design Methodologies • Intro To Data and Security • Advanced Computing Project • Neural Networks: Deep Learning • Statistical Machine Learning • Computer Vision

International Centre for Applied Sciences – Manipal University, Bachelor of Science **2016-2018**

Research Thesis: Computational Alloy Design and Discovery (Magnesium)

Employed various machine learning models to build a predictive modeling approach to better inform industry experts about using Magnesium alloys with ideal mechanical properties to make lightweight vehicles. Main focus was to use machine learning to predict alloy compositions that could be useful for future metallic alloys.

WORK EXPERIENCE

Virtual Intern Aug 2020 - Inside Sherpa-ANZ
Data analysis and automation
Data visualization using PowerBI and TableAU.

App- Developer , Australian National University - July 2018-November 2018
Built a small and simple game called Frogger which is an adaptation of the PC version of the game.
Team project and included heavy involvement in developing the User Interface and back end code.

PROJECTS

○ **Vision based Sudoku Solver**	*Hough transform, Adaptive thresholding, k-NN, Normalized DLT, Constraint programming*
○ **Face Recognition**	*Yale-face training dataset, PCA, k-NN*
○ **Image processing and classification**	
○ **Homography estimation and Image warping**	*Normalized DLT, 2D-Image reprojection*
○ **3D-2D Camera Calibration and vanishing point detection**	*DLT, Hough transform*
○ **K-means Clustering for Color Image Segmentation**	*K-means++ initialization, Silhouette plots for optimal K value*

TECHNICAL SKILLS

Proficient – *MATLAB, Python, C++, OpenCV, TableAU, TensorFlow,SQL,Keras,PyTorch.*
Familiar – *HTML,CSS,PHP, Java, Data structures, Assembly level programming,Statistical Modelling.*

SOFT SKILLS

Communication skills – *Interacting with people from various cultures.*

Teamwork – *Working cohesively in a team environment for the Frogger Game.*

Independent Working skills – *Ability to work with minimum supervision developed during my research thesis.*

Research Papers at ANU :

Network Reduction Technique For Classifying Faces Emotion.

Link to paper

Transfer Learning (Neuron Distinctiveness)

Link to paper