

UMAIR ANIS

843-314-5296 ◇ anis.1@iitj.ac.in

github.com/umairanis03 ◇ linkedin.com/in/umairanis

EDUCATION

Indian Institute of Technology Jodhpur B.Tech in Computer Science Engineering	<i>2017 - Present</i> CGPA:8.67
Springdale College Higher Secondary	<i>2017</i> Percentage:96%
Ben-Hur Public School Secondary	<i>2015</i> CGPA:10

SKILLS

Programming Languages	C/C++, Python
Data Science	Pytorch, Numpy, Pandas, Scipy
Android	Android Studio, Firebase, SQL
Utilities	Git, Docker, Linux, SSH
Coursework	Data-Structures Algo, Object-Oriented Programming, Artificial Intelligence Database Systems, Computer Networks, Operating Systems, Computer Vision

EXPERIENCE

Exawizards Inc. <i>AI Engineer Intern</i>	April 2020 - August 2020
---	--------------------------

- Developed a **Facial Recognition System for Masked Faces** - Corona Tech
- Prepared Masked Facial Dataset by adding Artificial Masks on MS1M and Asian-Celeb datasets
- Increased the accuracy of SOTA FR system (Arcface, Cosface) by **30%** for Masked Faces
- Developed **Real-time chroma keying solution** for edge-devices
- Experimented different **semantic-segmentation** approaches for the task, and improved the fps rate by **50%**

PROJECTS

OCR Correction Bangla	Jan 2020 - May 2020
------------------------------	---------------------

- Prepared largest Bangla text and image dataset and calculated word-error rate for OCR on Bangla Language
- Improved WER by 3% using Spell-Checker built using seq2seq with custom dataset

Image Dehazing	Feb 2020 - May 2020
-----------------------	---------------------

- Performance comparison between traditional and deep-learning approaches for Image dehazing
- Extended AOD-Net architecture which improved PSNR by 2%

Distributed Mobile User Identification	Jan 2020 - May 2020
---	---------------------

- Implemented distributed hash tables with Chord protocol for fast-retrieval of queries
- Extended the Chord-protocol and decreased time-complexity by 20% for join and find operation

Hit Me	Jan 2018
---------------	----------

- Developed user-interactive Android Game to challenge one's visual reflexes and to increase concentration
- Built-in Kotlin on Android Studio with continuous monitoring of progress

POSITIONS HELD

Students' Secretary, Academics and Career Society	<i>August 2019 - Present</i>
Assistant Head, E-Cell	<i>August 2018 - May 2019</i>