

# UMAIR ANIS

843-314-5296 ◇ anis.1@iitj.ac.in

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

## EDUCATION

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

## SKILLS

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

## EXPERIENCE

<b>Exawizards Inc.</b> <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

<b>OCR Correction Bangla</b>	Jan 2020 - May 2020
------------------------------	---------------------

- Prepared Bangla text and image dataset and calculated word-error rate for OCR on Bangla Language
- Improved WER by 5% using training with bi-directional LSTM

<b>Image Dehazing</b>	Feb 2020 - May 2020
-----------------------	---------------------

- Performance comparison between traditional and deep-learning approaches for Image dehazing
- Model built-in Pytorch, AOD architecture was used

<b>Image Caption Matching</b>	Jan 2019 - May 2019
-------------------------------	---------------------

- Developed a Deep-learning model for choosing closest matching captions for an image
- Used Word2Vec, TF-IDF, etc. to form word-embeddings and VGG-16 for image features

<b>Hit Me</b>	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>