Umair Khan

MACHINE LEARNING AND SOFTWARE

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**Experience**

# Spacept

INTERN MACHINE LEARNING ENGINEER *Dec 2023 - Feb 2024*

* Library and Format Upgrades: Upgrading existing systems to utilize the latest libraries and formats error-free.
* Inference Class Development: Creating an inference class for model inference on images, including loading models and performing inference operations.
* Model File Management: Managing and ensuring accessibility of model files within the GitHub repository, providing support if needed

# Ybi Foundation

Artificial Intelligence Intern *Aug 2023 - Oct 2023*

* internship in Artificial Intelligence and Machine Learning at Ybi Foundation under the guidance of skilled mentors.
* During this intensive program, I delved into diverse facets of AI and ML, gaining hands-on experience in cutting-edge technologies, enhancing my skills in data analysis, predictive modeling, and leveraging AI algorithms. This immersive journey has fortified my understanding of AI and ML concepts and equipped me with practical insights that I'm excited to apply in real-world scenarios.

# Farid Institute

Frontend Developer *Sep 2022 - Dec 2022*

* Refactored existing frontend code to improve performance, readability, or maintainability. Creating new pages using HTML/CSS and JavaScript.
* Used Reactjs to create dynamic and responsive user interfaces.
* Improved the user experience of the web application.

**Project**

# ANIME FACE GENERATION USING DCGAN

* Demonstrated mastery of deep learning frameworks, including TensorFlow and PyTorch, while leveraging cutting-edge image generation techniques to produce highly detailed and aesthetically pleasing anime characters.
* Pioneered the development of an advanced Deep Convolutional Generative Adversarial Network (DCGAN) model to generate stunning and lifelike anime faces, pushing the boundaries of generative art and AI creativity.

# Elevated the world of digital art and entertainment by applying the DCGAN model to create unique anime avatars, characters, and scenes, contributing to the growing influence of AI in the creative industry.

# PLAYING CHROME DINO WITH HAND SIGNALS

* Leveraged computer vision technologies, such as OpenCV and gesture recognition algorithms, to enable players to control the game seamlessly through intuitive hand gestures.

**Education**

**Kamla Nehru Institute of Physical And Social Science , Sultanpur** *Nov 2020 - Present*

B.Tech

GPA : 3.24 *.*

Computer Science And Engineering *.*

**Skills**

# Languages

* Python, Javascript, Java , C++

# Web development

* Django , React js , Node js , Flask

# Tools

* Git , PyTorch , Tableau/Excel , TensorFlow , OpenCv , Scikit-Learn

# Cloud

* AWS

# Database

* MongoDB , SQL , PostgreSQL