

# Yash Dharmadhikari

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## SUMMARY

Bachelor of Engineering student in Computer Engineering with Cybersecurity honors seeking challenging opportunities to make a social impact. Skilled in C++, Python, Java, and problem-solving with experience in image processing, game development, and web development. Proven leadership and teamwork abilities through experience managing teams and projects. Eager to leverage skills for innovative solutions that drive positive change.

## EDUCATION

### Don Bosco Institute of Technology

Bachelor of Engineering (B.E.) in Computer Engineering with Honours in Cybersecurity

Mumbai, India

2021 – 2024

**Relevant Courses:** Operating System, Theory of Computation, Natural Language Processing, Cybersecurity Honours

### Government Polytechnic

Bachelor of Engineering, Computer Engineering

Jalgaon, India

2018 – 2021

**Relevant Courses:** Data Structures and Algorithms, OOP, DBMS, System Programming and OS

## WORK EXPERIENCE

### Sequelstring Solutions And Consultancy Pvt Ltd

Software Developer Intern

Mumbai, India

Feb 2023 – May 2023

- Developed and implemented image processing algorithms, improving image recognition accuracy by 60%.
- Designed a logical strategy for an industry live project, increasing project efficiency by 30%.
- Enhanced feature extraction, image cleansing, and OCR processes, achieving a proficiency increase of 40%.

### Teknack Gaming Studios

Game Developer

Mumbai, India

Oct 2022 – Feb 2023

- Developed an Android 2D game "Balloon Popperz" using C# in Unity Engine, achieving over 150+ downloads within the first month.
- Improved game UI/UX over 5 months, resulting in a 25% increase in user engagement.
- Spearheaded a team of 3 cross functional developers, ensuring timely delivery and maintaining 95% project efficiency.

## PROJECTS

### Interactive 3D Bot with Generative AI | Unity 3D, C#, Python, Socket Programming, FaceNet, Gen-AI

2023 - 2024

- Developed a dynamic 3D virtual bot powered by advanced Generative AI, increasing user interaction by 50%.
- Engages users in interactive and personalized conversations, enhancing user experience by 40%.
- Selected for Avishkar 2023 and won Innovex 2024, outperforming 100+ competing projects.

### Video Summary Using AI | LSTM, Wisper, BMT, Python

2022 - 2023

- Developed an AI model for video summarization to extract key information from videos, improving summary accuracy by 70%.
- Utilized advanced deep learning techniques, reducing processing time by 30%.
- Awarded third prize in Innovex 2023, recognized among 200+ submissions.
- Published research paper in International Conference on Advanced Computing Technologies and Applications (ICACTA), receiving commendations for innovative approach.

### Smart Music Player | Android, Speech to Text, Java

2020 - 2021

- Developed an accessible Android music player with voice controls, increasing user accessibility by 60%.
- Runner-up in National Hackathon held by Anantrao Pawar College Of Engineering & Research in 2021, out of 500+ participants.

## TECHNICAL SKILLS

- Languages:** C++, Python, Java
- Software Development:** Unity Engine, Image Processing, Feature Extraction, OCR, Android
- AI and Machine Learning:** Deep Learning, Generative AI, Whisper, BMT, FaceNet

## PUBLICATIONS

- S. Madkaikar, V. Belhekar, Y. Dharmadhikari, and A. K. Tripathy.** "Generating Textual Video Summaries using Modified Bi-Modal Transformer and Whisper Model," *2023 International Conference on Advanced Computing Technologies and Applications (ICACTA)*, Mumbai, India, 2023. doi: 10.1109/ICACTA58201.2023.10393115.
- Y. Dharmadhikari, V. Belhekar, S. Madkaikar, and A. Tripathi.** "Interactive 3D Bot With Generative AI," Dept. Of Computer Engineering, Don Bosco Institute Of Technology, Mumbai, India. (Journal Paper in progress)