Shivam Jindal

Passionate, Spearheaded, Ignited

CONTACT DETAILS:

Ghaziabad, U.P., INDIA

+917011793678 <u>shivamjindal0705@gmail.com</u> <u>LinkedIn | GitHub | Portfolio</u>

EDUCATION

Degree/Grade	Institution	Score
BTech CSE	AKGEC(AKTU) -Ghaziabad	7.7 sgpa (2018-2022)
Senior Secondary (CBSE)	Ingraham English Medium School- Ghaziabad	84.8% (2018)
High School (CBSE)	Ingraham English medium school- Ghaziabad	91.2%(2016)

EXPERIENCE

- ➤ Appointed as a Research Fellow @ IIT, Roorkee. (June-20-2022 to Sept-20-2022)
 - Worked on project assigned by NIC (National Informatics Centre GOI)
 - Worked on Government Document Processing ,Natural language translation/transileration and Script Detection project.
- ➤ ML Intern position @IGP (Feb-22-2022 to June-01-2022)
 - Worked on recommendation engine pipeline.
 - Developed inhouse NLP algorithms for e-commerce use cases.
 - Developed Image Recognition pipeline for e-commerce.
 - Researched & worked to implement latest recommender algorithms.
 - Debugged and modified python scripts.
- > DATA SCIENCE TRAINING: completed data science training program from internshala mentored by Mr. Kunal Jain founder Analytics Vidhya.
- > Certified in 'Machine learning with Python' by 365DataScience.

PROJECTS

- KNEE BENT VIDEO PROCESSING(POSE ESTIMATION): detecting movement (knee bent) from the video/live cam and counting reps as well as classifying the current state (bent/straight) using OpenCV and mediapipe.
- ➤ <u>UNIVERSAL OBJECT DETECTION OpenCV</u>: passing desired input images with desired input labels and use them for detection using YOLO. <u>Git app model</u> provided by Tzutalin is used for labelling the data according to our preferences.
- ➤ TEACHING A.I. TO PLAY MARIO(RL): the project uses gym library for mario environment and stable baseline models to train A.I. to complete mario in least possible time.
- NLTK CHATBOT: Built a chatbot by leveraging chatbot corpus from wikipedia.com and saving it to chatbot.text and then applying NLTK techniques on it.
- GEOSPATIAL ANALYSIS OF INDIA: the project was intended to analyze different aspects of my country India, like gender ratio, literacy rate, population rate etc. using visually appealing python folium visualization.

SKILLS

- Python
- C#
- JavaScript(learning)
- Algorithms(ML)
- Statistic ,Data Analysis
- Machine Learning, Deep Learning, NLP, Computer Vision, Reinforcement learning
- Machine translation/ transliteration
- OCR,3D Computer Vision
- 3D modelling(blender)
- OpenCV, Pytorch, Pytorch3D, Tensorflow.
- OpenAI gym
- Image Segmentation, processing and recognition.
- Version/Env. Control(git)
- AR, VR application development(Unity)
- GeoSpatial Analysis
- <u>TimeSeries</u> <u>Analysis/Forecasting</u>
- Deployment(Flask/Stream Lit), APIs
- PySpark (Big data)

LEADERSHIP AND ACHIEVEMENTS

- Selected as the Youngest research fellow @ IITR.
- Rank 112 in Analytics Vidhya Job-A-thon 2022.
- 5 star on hackerank
- Top 500 in Microsoft ML challenge(2020)
- Top 1% innate reasoning ability in UPRAISED ESAT 2021.
- Participated in Scrolls 2019 paper presentation
- First rank school science olympiad 2016/ Third rank school math olympiad 2016
- Volunteered in events organized by GADW NGO.
- Helped thousands by creating a covid19 resources page on IG(@ghaziabadresources)