

# Yuvraj Rath

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## EDUCATION

### Jaypee Institute of Information Technology

*Integrated Masters of Technology in Computer Science*

Noida, IN

Oct 2022 – 2027

### Delhi Public School, Surat

*X: 96.2, XII (PCM with CS): 93.2*

Surat, IN

2022

## TECHNICAL SKILLS

**Languages:** Python, C, C++, Elixir, HTML5/CSS, JavaScript, MySQL, LaTeX, Git

**Frameworks:** React, Flask, Streamlit, Django, Phoenix, LiveView

**Libraries:** Pandas, NumPy, Matplotlib, Tensorflow, PyTorch, PyGame

**Other:** Options Trading, Black-Scholes Model, and Binomial Model for Option Chain Pricing

## EXPERIENCE

### Screener.in - dumbfill.com | *Python, Elixir, Django, LlamaIndex*

October 2023 - Present

- Spearheaded the end-to-end development of Dumbfill.com, employing agile methodologies to ensure rapid iterations and feature enhancements. Implemented microservices architecture to enhance scalability and maintainability.
- Took charge of the backend of the machine learning pipeline that powers Dumbfill.com. Leveraged advanced technologies, including LlamaIndex, qdrant and pypdf to extract and process data efficiently. Implemented a robust and scalable backend infrastructure to ensure seamless integration and data retrieval.
- Utilized Django (Python) as the web service to build a secure and responsive platform. Implemented best practices in software development to create a stable and high-performance application.

## PROJECTS

### Omilia | *Python, Pygame, Git*

April 2023

- Designed and developed an e-learning dialect learning game using Python and Pygame to facilitate language acquisition for children with special needs.
- Implemented custom game mechanics, GUI using Python libraries, resulting in an interactive and user-friendly learning experience for children with varying cognitive abilities.
- Designed Frontend by harnessing the power of various design tools such as Canva, Figma, and Adobe Illustrator, delivering an engaging and visually impressive user interface.

### SignSense | *Python, Tensorflow, Streamlit, Pygame, Git*

March 2023

- Developed a sign language detection program using a machine learning model trained on self-collected and labeled hand image data.
- Utilized OpenCV and NumPy for image processing, Pandas for data analysis, and TensorFlow for building and training the machine learning model in the development of a sign language detection program.
- Developed frontend of the app using Pygame module to create interactive and engaging graphical user interface.

### Stock Price Predictor | *Python, TensorFlow, yfinance, Streamlit, fbprophet*

March 2022

- Designed and developed a stock price prediction application that utilizes TensorFlow and Yahoo Finance data models and incorporates a proprietary algorithm to forecast stock prices.
- Developed an intuitive and user-friendly UI for a stock price prediction application using Streamlit as the frontend module.

### Arcade Gamer | *Python, Pygame, Git*

Jan 2023

- Created a virtual arcade game that incorporated humor and multiple interactive features, showcasing my strong frontend abilities in a challenging project.
- Used Python, Pygame, Mixer, and GTTS, leveraging a diverse range of technologies to create an immersive user experience.

## ACHIEVEMENTS

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<b>OSDHack Winner (48Hr Hackathon)</b>   <i>1st place out of 400+ participants</i>	April 2023
<b>CodeJam /v3 Winner (24Hr Hackathon)</b>   <i>1st place out of 200+ participants</i>	Jan 2023
<b>BitBox 3.0 (12Hr Hackathon)</b>   <i>Top 5 out of 800+ participants</i>	March 2023
<b>Wharton KWHS - Investment Competition</b>   <i>38th Rank out of 3000 teams (Worldwide)</i>	April 2021 – June 2021
<b>Mock Indian Parliament - Debating</b>   <i>Best Speaker (Leader of Opposition)</i>	2020
<b>Selected for Gujarat State Basketball Team</b>   <i>SGFI Nationals</i>	2020