Yash Sethi

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TECHNICAL SKILLS

Languages: C/C++, Java, Kotlin, Python, MySQL, JavaScript, HTML, CSS
Frameworks: React, React-Native, Keras, TensorFlow
OS: Android
Data Science Skills – Machine Learning, Deep Learning, Computer Vision, Natural Language Processing (NLP)
Others: JUnit, Git

EXPERIENCE

Goibibo **May 2019 – June 2019**
Software Development Intern *Gurgaon, IN*

- During the 2 months, applied various Android architectural patterns adhering to good programming practices.
- Integrated the Google In-App Update API on application start-up, delivered to approximately 50 million users.
- Implemented Deep linking and revamped the home screen, improving the application interaction rate by roughly 3-4%.

Byte Bonding Technologies **May 2018 – June 2018**
Software Development Intern *Jabalpur, IN*

- Learned the basics of Android Development and contributed to an ongoing Android project on the Internet of Things (IoT).

PROJECTS

Hate Speech Detection | *Python, NLP, Keras, TensorFlow, PyTorch* **Nov 2021 – Dec 2021**

- Implemented multiple ML and DL based models for detecting Hate Speech in English text.
- The models are implemented using TensorFlow and PyTorch.
- SVM with Universal Encoder Sentence Embeddings gave the best results (macro F1-score of 0.53).
- Dataset Source: SemEval 2019 - Task 5
- Link to the project: https://github.com/ysethi92/Hate-Speech-Detection

Face mask and Social Distancing Detection | *Python, Computer Vision, Keras, TensorFlow* **Feb 2021 – July 2021**

- Trained a MobileNetV2 + SSDMNV2 model with 12,238 images of people with and without a facemask.
- Devised a way to improve the performance of the face detection algorithm for large images.
- Achieved an accuracy of 99% for the Face mask detection algorithm.
- Detected social distancing using YOLOv3 pre-trained on COCO's dataset containing 328K images.
- Link to the project: https://github.com/ysethi92/Facemask-and-Social-Distancing-Detection

Meteor Blaster | *Java, XML, Android, Firebase* **July 2020 – Aug 2020**

- Player's aim is to save the earth from 1000's meteors entering the earth's atmosphere.
- The game doesn't use any game engine, all the features are implemented in Native-Android.
- Collision detection between different objects is tackled.
- Integrated Firebase Authentication and Google Play services for users to compete for the 1st position on the leaderboard.
- Link to the app: https://play.google.com/store/apps/details?id=com.yashsethi.meteorblaster

UI Component Kit for React Native | *JavaScript, React-Native* **Oct 2019 – June 2020**

- Engineered 10-12 highly customized open-source UI components catered for different use-cases.
- Link to the project: https://github.com/ysethi92/ui-kit-react-native

Text To Image Synthesis | *Python, PyTorch* **Mar 2020 – Apr 2020**

- Implemented a model for synthesizing images for text description using the GAN-CLS algorithm.
- Trained the model on the Caltech - UCSD Birds dataset containing 11,788 images.

EDUCATION

Lakehead University **Jan 2021 - Aug 2022 (Expected)**
Master of Science, Computer Science. *Thunder Bay, ON, CA*

Yeshwantrao Chavan College of Engineering **April 2016 - Oct 2020**
Bachelor of Engineering, Computer Technology. GPA: 8.16 / 10.00 *Nagpur, IN*

ACHIEVEMENTS AND HONORS

- 1st team from college to represent at ACM ICPC 2017-2018: Amritapuri onsite regional round.
- Stood 1st in a programming contest organized by RGCER, Nagpur.
- Guided Android development Club, CT department, YCCE.
- Coding Club Co-Head, CT department, YCCE.
- Qualified Facebook Hacker Cup 2018 Round 1.
- Qualified Google SnackDown 2019 Round 1.