Harshit

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National Institute of Technology, Kurukshetra, Bachelor in Technology in Electrical Engineering 2021 – present | Haryana Modules: Basics of programming, Modeling and simulation, Differential and Integral Calculus, Control System, Applied Linear Algebra, Multivariable Control, Microprocessor and Microcontroller. D.A.V. Centenary Public School, Sirsa, Higher Secondary School Certificate (XII) 2019 – 2021 Haryana Modules: Physics, Chemistry, Mathematics, English, Physical Education. PROJECTS Sign Language Detection | Action Recognition, Convolutional Neural Network – [Code] July 2023 Built a Real-time Action Detection model to decode sign language, empowered by LSTM layer for enhancing effectiveness. Extracted MediaPipe Holistic Key Points for palm and pose detection using the Mediapipe library for training and testing. Developed a robust deep neural network using Tensorflow & Keras, utilizing a Stacked LSTM layer to effectively process and analyze the pattern from the sequences of detected holistic key points for real-time sign language decoding. Facial Recognition Application | Siamese Neural Network, KivyMD-[Code] August 2023 Built a deep facial recognition application for face authentication integrated into a Kivy application. Built a model Siamese model using Tensorflow and Keras, Implemented data augmentation and dropout methods to improve generalization and reduce overfitting. [Siamese Neural Networks Research paper] Developed a Kivy Application integrated with the DL model, achieving a perfect precision & recall of 1. ChatBot Kivy Application | Deep Natural Language Processing - [Code] October 2023 Developed a Chatbot using Deep Natural Language Processing (DNLP), enhancing conversational interactions. Implemented and Trained a Seq2Seq DeepNLP model using the Cornell Movie Dialogs Corpus dataset. Employed stacked LSTMs and Attention Mechanisms for effective context understanding and response generation. Developed a Kivy Application seamlessly integrated with the model, enabling real-time, human-like interaction. MuJoCoAI | Deep Reinforcement Learning, Q-Learning - [Code] August 2023 Implemented a Deep Q-Network and A3C model to enhance robust decision-making in Non-Deterministic environments. Created a real-time customizable environment and car, for self-driving using kivy and Lunar Lander from OpenAI Gym. Implemented Twin Delayed DDPG model to find the optimal policy for the Markov Decision problem and achieved high cumulative rewards in complex MuJoCo environments such as Ant, Half Cheetah, and Humanoid. TECHNICAL SKILLS Languages & Libraries: C/C++, python, MATLAB/Simulink, Numpy, Pandas, TensorFlow, Keras, Matplotlib, OpenCv, Scikit-learn, Seaborn, Data Structure and Algorithms in C++ | Web-Development: CSS, HTML, javascript, Bootstrap. | Developer Tools: Visual Studio Code, Jupyter Notebook, Google Collab, MATLAB, PyCharm. Area Of Interests Deep Reinforcement Learning | Self-Supervised Learning | Artificial intelligence | Computer Vision | Generative AI | NLP ACHIEVEMENTS Smart India Hackathon - Winner(Intra College), Team Leader & AI Developer 2023 | NIT, KKR Led a victorious team, showcasing AI development skills and strategic leadership in a prestigious nationwide hackathon. • Extracurricular | Sports & Athletics Represented Haryana Cricket Association in U14 & Vijay Merchant Trophy (U16) cricket tournaments. Competed in the U14 State Level Basketball Tournament representing Sirsa. Achieved a bronze medal in Taekwondo & Wushu at the U17 Khelo India Youth Games district-level tournament.

POSITION OF RESPONSIBILITY

EDUCATION

Industry and Entrepreneurship Cell (I&E-CELL) | NIT Kurukshetra, Member of Technical Team

Embedded System and Robotics Club (EMR) | NIT Kurukshetra, Member of AI/ML and DIP Team 2022 – present

• Volunteered in workshop, educating participants on constructing and operating line following & remote-controlled bot.

2021 - 2022

• Participated in a workshop organized by EMR on DIP (Digital Image Processing) focusing on OpenCV, numpy, python, And PyAutoGUI and made a *Gesture control video player project* .