

Rutwik Jayant Deokar

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SUMMARY

- Graduated from Pace University, NY, with a Master's Degree majoring in Computer Science
- Have worked on multiple academic projects using Python, Keras, Numpy, Pandas, Matplotlib and Seaborn
- Expertise in Data Analysis, Data Visualization and implementing Machine Learning Algorithms

EDUCATION

Pace University, Seidenberg School of Computer Science and Information Systems	New York, NY
Master of Science (MS) in Computer Science GPA: 3.9	May 2019
University of Mumbai, Shivajirao S. Jondhale College of Engineering	Mumbai, India
Bachelor of Engineering (BE) in Computer Engineering	May 2016

TECHNICAL SKILLS

Programming:	Python, MySQL, PostgreSQL, Java, R, C#, HTML, CSS, SQLite
Big Data Technologies:	Apache Spark, Apache Hive, HDFS, Sqoop
Frameworks and Libraries:	Keras, Tensorflow, SciKit-Learn, NumPy, SciPy, Pandas, Flask
Data Analytics and Visualization:	Tableau, Microsoft Excel, Matplotlib, Seaborn
Others:	Docker, Git, QTest

CERTIFICATION

Deep Learning A-Z: Hands-On Artificial Neural Networks, Udemy	Oct - Nov 2018
Learning Python for Data Analysis and Visualization, Udemy	May 2018
Python 101 for Data Science, Cognitive Class.ai	Nov 2018
Mobile Robotics, Swinburne University of Technology, Online	Feb 2017 - Mar 2017

PROJECTS

Detecting Cancer Metastases on Gigapixel Pathological Images	Nov 2018 - Dec 2018
<ul style="list-style-type: none">• Used Gigapixel Pathology Images to train a Convolutional Neural Network for Tumor Detection and highlighted the tumorous regions in the images.• Compared performance of multiple pre-trained models such as VGG16, InceptionV3 and Resnet50 using Tensorflow.• Achieved an accuracy of 94% on the test images.	
Predicting the Quality of Wine using Supervised Classification Algorithms	Feb 2018 - Apr 2018
<ul style="list-style-type: none">• Performed Exploratory Data Analysis on Wine Data Set from Kaggle and classified wine by utilizing the Machine Learning Random Forest and SVM classifier Algorithms to obtain a model accuracy of 87% and 86% respectively• Improved model accuracy up to 90% by applying Grid Search Cross Validation to calculate the best hyper parameters	
Applying Reinforcement Learning to play the Taxi game in OpenAi Gym	Feb 2019 - Mar 2019
<ul style="list-style-type: none">• Trained a Q-Learning Algorithm to play the Taxi-V2 game in the OpenAi Gym Environment consisting of 6 different actions and 500 game states	
Prediction of Google Stock Price Trend using Long Short-Term Memory (LSTM)	Aug 2018 - Sept 2018
<ul style="list-style-type: none">• Implemented Keras in Python to predict the trend in Google Stock Price using LSTM Recurrent Neural Network (RNN)• Visualized and compared the predicted stock price with the real stock price	
Customer Churn Modelling using an Artificial Neural Network (ANN)	May 2018 - June 2018
<ul style="list-style-type: none">• Predicted if a customer will exit the bank or not by training an Artificial Neural Network on a bank dataset consisting of 10,000 records with an accuracy of 86%	
Movie Recommender System in Python	April 2018 - May 2018
<ul style="list-style-type: none">• Built a movie recommender system using NumPy and Pandas that suggest movies based on user ratings and correlation with other movies from the Movies data set	
Integration of Computer Game-Based Learning into Educational System	Aug 2015 - May 2016
<ul style="list-style-type: none">• Developed a computer application using C# Language and Leap Motion Sensor in Unity 3D Engine to help children learn mathematics, shapes and colors	