Rinkesh Joshi

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Education

Bachelor of Technology in Information and Technology (2019)
Charotar University of Science and Technology (CHARUSAT), Anand, Gujarat, India
- Cumulative Grade Point Average (CGPA): 8.21

HSC Science (2015)
New English High School (NES), Nadiad, Gujarat, India
- Percentile Rank: 98.40

SSC Science (2013)
New English High School (NES), Nadiad, Gujarat, India
- Percentile Rank: 98.96

IBM Data Science Professional Certificate (2020)
Offered by IBM on online platform – Coursera

- A 10-month program with graded assignments and a capstone project.

  Tools: Jupyter/JupyterLab, Zeppelin notebooks, R Studio, and Watson Studio
  Libraries: Pandas, NumPy, Matplotlib, Seaborn, Folium, ipython-sql, Scikit-learn, ScipPy
  Projects: random album generator, predict housing prices, best classifier model, battle of neighborhoods

Introduction to R Programming - DataCamp (2020)

Industrial Training/Internship

Research Trainee (December 2018 – April 2019)
BHASKARACHARYA INSTITUTE FOR SPACE APPLICATIONS AND GEO-INFORMATICS (BISAG)
Gandhinagar, Gujarat, India — https://bisag.gujarat.gov.in/

Project Brief: GIS Visualization

- A Geographic Information System (GIS) is a system designed to capture, store, manipulate, analyze, manage, and present spatial or geographic data. This project aims at visualizing large amounts of spatial data to enhance user interaction with maps by using open-source mapping tools.
- There are total three modules in the project: Geographic Visualization of Forest Survey of India 2017 (Research-based), Delhi City Bank and ATM analysis using buffers (Research-based as well as user centric) and lastly New York City Residence Suggestion System (User centric).

Reference/Testing Website: https://mapsinseconds.github.io

Technical Skills

- ▼ **Programming Languages**

  - C, C++, C#
  - Java, JavaScript, HTML, CSS
  - Python, R

- ▼ **Data Management Tools**

  MySQL — PostgreSQL — Elasticsearch

- ▼ **Code Asset Management Tools**

  Git — GitHub

- ▼ **Development Environments**

  - JupyterLab / Jupyter Notebooks
  - RStudio
  - Spyder
  - Android Studio
  - Unity 3D

- ▼ **Machine Learning Frameworks/Libraries**

  - Scikit-learn
  - TensorFlow
  - OpenCV

- ▼ **Data Visualization Tools**

  - Python Libraries: matplotlib, seaborn and folium
  - Orange

- ▼ **IBM Cloud and IBM Watson Studio**

Projects

Smart-Mirror (June 2016 - April 2017)

- **Project Brief:** A smart mirror powered by a RaspberryPi 3 running Android which works as a normal reflective mirror and also displays some basic information such as: Time, Weather, News Headlines along with an interactive app which utilizes the camera unit attached with the whole module.

Merge-Lens (July 2017 - November 2017)

- **Project Brief:** A combination of 2 experimental Augmented Reality apps for Android and a Windows game (developed in Unity).
  1. **Android Application – MazeAR (Using Vuforia SDK):** Using the camera of an Android Smartphone a special sheet is scanned and based on it, a maze is generated. The user can guide the ball through this maze by moving the sheet.
  2. **Android Application – SpaceAR:** A first person space shooter game where the user must shoot the enemy spaceships by moving the device in different directions.
  3. **Windows 10 game –** A remake of classic game the Space Invaders for Windows. Developed using Unity 3D.

Self-Driving Car (February 2018 - April 2018

- **Project Brief:** A RC toy car converted into an experimental self-driving car using TensorFlow, OpenCV and RaspberryPi3 which follows a ball of specific color without any other external input.

Block-Breaker (October 2018)

- **Project Brief:** A game developed in Unity 3D with complete soundtrack and effects specifically for smartphones (Android Phones only). A redesign of classic Atari Block Breaker game.

Languages

English — Gujarati & Hindi (India)

IELTS Test Score: Overall **8.0** bands (September 2018)

Other Certificates/Workshops – University Participations

Ethical hacking Certification (2015)
Organized at the university in association with HACKTRACK for first year students

Quiz Competition (2017)
A departmental quiz and debate competition organized under ACM Chapter

Machine Learning – An Approach to achieve Artificial Intelligence and its Application (2017)
A 1 weeklong workshop on machine and its applications, organized under the ACM Chapter (Association for Computing Machinery)

Using HBase for Real-time Access to your Big Data (2018)
An online course on Cognitive Class – An IBM Initiative

Soft Skills

- ▼ Can work efficiently individually and as part of a team
- ▼ English language proficiency; effective communication and presentation skills
- ▼ Curious and ready to learn new technologies and gain skills

Blogs / Websites / Articles

thefootball.page (2020)
A blog or a website of sorts maintained by me with a focus on statistical analysis of football. Regular posts with fascinating insights, visualizations, stats, and analysis of various teams, matches, and players using tools and concepts of data science. Currently, focus is on European football game, but I plan to include MLS and Canadian football league. Combines two things which I am extremely passionate about—Data Science and Football.