Dhairya Chandra

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ACADEMIC HISTORY

University of Missouri-Kansas City — **Kansas City, MO**
Master of Science in Computer Science; ***GPA 3.6/4.0*** — **Expected 2021**

Graphic Era University — **Dehradun, India**
Bachelor of Technology in Computer Science & Engineering; ***GPA 7.5/10*** — **Jun 2019**

TECHNICAL SKILLS

- **Operating System:** Mac, Windows, Linux
- **Language:** Python, C/C++, HTML/CSS, PHP, Swift, Java
- **Skills:** Web Development, Mobile Development, Deep Learning, Machine Learning, VR Development (Unity), PyTorch, Flask
- **Software:** Android Studio, WordPress, Oracle Database, Xcode, Microsoft Office, Adobe Photoshop, Orange, GitHub, XAMPP, Google Colab, Unity

EXPERIENCE

CEO – (Suvysoft) — **Chandigarh, India**
- Suvysoft is a web solution company, focused on delivering best web solutions — **Feb 2015 - Present**
- We deals in website development, digital marketing and website maintenance

Machine Learning & Image Processing Intern – (RWX Technologies) — **Roorkee, India**
- Worked on different tools like Weka, Orange, OpenCV, MATLAB — **Jun 2018 - August 2018**
- During internship I have worked on different ML algorithms and feature extraction tools

Web Developer Intern – (Broomling Technologies) — **Chandigarh, India**
- Worked as a website developer and designed multiple WordPress websites — **Feb 2018 - Apr 2018**
- During internship I have developed a movie ticket booking system, travelling website

WordPress Developer Intern – (Real Happiness India) — **Rishikesh, India**
- Worked as a WordPress Developer at Real Happiness India — **Nov 2017 - Feb 2018**
- Designed Yoga websites and worked on multiple plugins for better optimization of website, also worked on SEO

PROJECTS

Roll-A-Ball (Unity):
- Virtual Reality game for rolling a ball and collecting points based on the cubes collected, developed this game using UNITY.

Face Emotion Recognition (AI):
- Real time face detection through a webcam using the Face API JS library to setup the face detection. I have used TensorFlow.js for developing front end of this project.

Handwritten Digit Recognition (Deep Learning) :
- Used MNIST Dataset from Keras with CNN using TensorFlow.js optimized for both desktop and mobile devices

Automated Story Illustrator (Machine Learning):
- Implemented automated multimedia system which can help the people in reading a story by stimulating their reading memory with adequate image illustrations. I have used RAKE NLTK for fetching most common words, Images are compared based on their MPEG-7 visual descriptors and best image is identified by using K-Means clustering.

E-Commerce Website and Android App (www.kharaa.in):
- Designed an online E-Commerce store using WordPress and WooCommerce with payment gateway integration. I have also developed android application with real time push notifications using Google Firebase.

Fast OCR Scanner (Android App):
- OCR Scanner which scans printed handwritten text with an accuracy of 95%. App has 5000+ downloads on Play store.

CSIT GEU (Android App):
- Designed an android application for CS/IT department of GEU using REST API for real time updates on android mobiles through Google Firebase cloud messaging.

RESEARCH & PUBLICATIONS

A Novel deep Learning Framework Approach For Progeria Syndrome Detection (IEEE International Conference – ISCON 2019)
- Proposed a novel framework architecture of VGG-16. We have used multiple machine learning algorithms and feature extraction tools and we got best results in Logistic Regression algorithm. Our model gives us the best accuracy of 99.8%.

Indoor Object Classification Using Higher Dimensional MPEG Features (Springer 2018-19)
- Propose a generic model to classify a given image by detecting a specific image patch. Employing MPEG-7 features along with feature selection populates the feature space which is used to train using SVM classier. Model gives accuracy of 97%.