

ANCHAL SRIVASTAVA

Machine Learning Engineer|Game Developer

@ srivastavaanchal000@gmail.com

📍 Dhanbad, India

in <https://www.linkedin.com/in/anchal-srivastava-8783a9144/>

INTERNSHIPS AND EXPERIENCE

Machine Learning and App Development

Samsung Research and Development Institute

📅 17th May - 13th July, 2019 📍 Bangalore, India

- Research and development of machine learning and Natural Language Processing methods for text classification
- Working with team on design, development and integration of real-time classification of incoming text messages on mobile
- Experience with performance analysis, optimization and benchmark evaluations.

Volunteering

Kartavya - An NGO

📅 Dec 2016, Jan 2018

📍 Dhanbad, India

SKILLS

- Languages: C, C++, Python
- Libraries: keras, tensorflow, nltk, pygames, pycrypto
- Platforms: Linux, Windows Subsystem for Linux, Sublime Text, Unity Game Engine, Microsoft Visual Studio

EDUCATION / COURSES

Deep Learning Specialization

Coursera

📅 Jan 2019 - March 2019

B.Tech - Computer Science and Engineering

**Indian Institute of technology (Indian School of Mines)
Dhanbad**

📅 July 2016 - present

CBSE - 10th class

St. Patrick's Sr. Secondary School, Jaunpur

📅 2012-13 (9.6 GPA)

CBSE - 12th class

St. Patrick's Sr. Secondary School, Jaunpur

📅 2014-15(90.2%)

ACADEMIC ACHIEVEMENTS

- Secured 6606(general) All India rank in JEE-Advanced(2016)
- 9.6 GPA in High School(10th Class, CBSE), 2013
- 90.2% in 12th Class(2015)

PROJECTS

RSA Cryptosystem with GUI

- Developed a interactive user interface that encrypts a given message using RSA Cryptosystem
- Libraries used: PyQt5, PyCrypto, sys - on Python

File encryption with AES cryptosystem

- Developed a file program that can encrypt a file by converting it into a binary form and further encrypting it with the AES encryption. The program will also ask for a password that is used as key for encryption. The file will be decrypted only when the correct key is entered.
- Libraries used: os, PyCrypto.AES, PyCrypto.random - on Python

Hate Speech Classification

- Team project on developing a machine learning classifier that can classify a given text into Hate and Non-Hate speech. Also used NLP techniques for data processing. Got 85% accuracy and 52.5 f1score on test dataset.
- Platform: Jupyter(python) in Anaconda
- Libraries: tensorflow, keras, nltk, wordnet, numpy, pandas

SMS-Classification

- Developed a machine learning model that can classify a text message into SPAM OR NON-SPAM. Also used NLP techniques for data processing. Used CNN and LSTM as training models.
- Platform: Jupyter(python) in Anaconda
- Libraries: tensorflow, keras, nltk, wordnet, numpy, pandas, sklearn

Snake Game

- Developed a simple snake game that is popular on mobiles. It has music, sounds, level changing options and 2D-graphics. Also converted in form of dot-exe format for direct user initialization.
- Libraries: pygames, random, time, sys - on Python

First Person Shooter Game

- Developed a primitive semi-3D first person shooter game in which user can focus on coming objects and have to shoot them to score.
- Platform: Unity3D (used C# for instructing actions)