

# Adit Deshpande

UCLA ACM AI PRESIDENT · LEAD RESIDENT ASSISTANT · TECHNICAL BLOGGER · KAGGLE COMPETITOR · O'REILLY AUTHOR

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## Education

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### UCLA (University of California, Los Angeles)

*Los Angeles, CA*

B.S. IN COMPUTER SCIENCE, GRADUATION DATE: JUNE 2019, GPA= 3.44

*Sept. 2015 - PRESENT*

- Frameworks/Libraries Used: Tensorflow, Numpy, Pandas, Scikit Learn, Matplotlib
- Languages: Python, C++, C, Matlab

## Experience

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### Clarifai

*New York, NY*

APPLIED MACHINE LEARNING INTERN

*June 2018 - Aug. 2018*

- Created internal tools to check the accuracy of image labeling from human workforce services.
- Built evaluation scripts to assess and visualize performance of Clarifai's base image recognition models.
- Created demo webpages to showcase Clarifai's detection models during internal meetings.

### Qualcomm

*San Diego, CA*

SOFTWARE ENGINEERING INTERN

*June 2017 - Aug. 2017*

- Worked on the core Android platform team to test over-the-air (OTA) upgrades on several Qualcomm powered Android devices.
- Performed fail-safe testing to ensure proper functionality during OTA updates and bootup.

### U.S Naval Research Laboratory

*Washington D.C*

COMPUTER ENGINEER INTERN

*June 2016 - Sept. 2016*

- Developed object localization algorithms through convolutional neural networks for deployment on IBM's TrueNorth neuromorphic chip and for use on an underwater robotics program.
- Implemented a selective search and sliding window based approach to localization.
- Trained a CNN to place bounding boxes over objects of interest with a classification accuracy of 92.86%.

## Projects

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### Conversational Chatbot

WRITTEN IN PYTHON

*June 2017 - August 2017*

- Trained a sequence to sequence deep learning model on my social media conversation logs to create a chatbot that talks like me.
- Deployed the trained model to a server using the Flask framework and hosted using Heroku.

### NCAA Basketball Machine Learning Model

WRITTEN IN PYTHON

*February 2017 - April 2017*

- Trained a machine learning model to output the win probability of two basketball teams, given information about relevant statistics for the specific year.
- Predicted the winners of past games with a 76.37% accuracy using gradient boosted regression trees.

## Communication

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### Technical Blog

[HTTPS://ADESHPANDE3.GITHUB.IO/](https://adeshpande3.github.io/)

*July 2016 - Present*

- Wrote several deep learning tutorials on topics such as convolutional neural networks, reinforcement learning, and natural language processing.
- Received over 650,000 website users and over 3,000,000 page views.

### Author

O'REILLY MEDIA

*January 2017 - Present*

- Published a video tutorial on using Tensorflow to apply deep learning to the task of sentiment analysis.
- Co-authored an article on creating generative adversarial networks with Tensorflow.