Manthan Solanki

Artificial Intelligence Engineer

+49 15560025736 manthankumar.de@gmail.com Stuttgart, Germany
LinkedIn Github manthan2305.github.io/

Education

Masters of Computer Science (Autonomous Systems) *Stuttgart University* **Stuttgart, Germany** *2024-2026*
Relevant Courses: Reinforcement Learning, Advanced Deep Learning in Speech and Language Processing, Knowledge Graphs, Virtual and Augmented Reality

Bachelor of Computer Engineering *Gujarat Technological University* **Gujarat, India** *2016-2020*
Grade: 1.6
Relevant Courses: Object Oriented Programming with C++, Data Mining and Business Intelligence, Artificial Intelligence, Big Data Analytics, Data Structures and Algorithms, Database, Software Engineering, Theory of Computations

Skills

- **Languages:** English (IELTS 7.0 (C1)), German (A1), Hindi (Native), Gujarati(Native)
- **Programming Languages:** Python, C++, C, JavaScript
- **Machine Learning:** Standard Frameworks / Methods - PyTorch, Tensorflow, Scikit-learn, Pandas, Numpy, Plotly, Deep Learning - CNNs, RNNs, Transformers, Reinforcement Learning
- **Other Tools and Frameworks:** MMActions2, Pytracking, Huggingface, ROS2, MLOps, Amazon Web Service, Docker, Git, Jira

Internship & Contribution

Active Supporter, (Greenteam) **Stuttgart University, Germany** *04/0224 - Present*
- Working in the Driverless Team, specifically the "Perception" module that includes camera calibration and object detection.

Research Intern, (with Dr. Arnav Bhavsar) **Indian Institute of Technology - Mandi, India** *06/2019 - 08/2019*
- Microscopy image classification involving Human Protein Atlas includes work on handling data imbalance, feature retention, and feature enhancements, resulting in achieving considerable accuracy for the majority of the common cell structures.

Professional Experience

Machine Learning Engineer, *(Thelios AI)* **Pune, India** *03/2021 - 02/2024*
- Volleyball: Integrated state-of-the-art models to increase the accuracy of volleyball and player tracking. Used action recognition algorithms to identify player's movements. Actively supported the development of a ball-tracking algorithm.
- Cricket: Implementation of new approaches for player's fantasy points generation. Lead back-end, cloud, and data pipeline with one more software engineer to build an automated robust system for live matches. Data analysis for extracting insights and improving prediction algorithms. Developed Ball-by-ball Cricket Match Simulation Platform.

Machine Learning Engineer, *(Technozer Solutions)* **Surat, India** *09/2020 - 02/2021*
- Developed end-to-end solution for object detection problem.
- Developed document scanner back-end.

Courses

- 7th Summer School on AI by CVIT, IIIT-Hydrabad, India (Aug. 2023) - IIIT-Hydrabad
- Deep Learning Specialization by Andrew NG (Nov. 2020) - Coursera

Volunteer Work

- MODNET - Portrait Matting Solution
  Converted PyTorch model into ONNX for deployment
- Deep Learning using Python - Webinar
  Covered the basics of deep learning with a practical session on image classification using the MNIST dataset