

# UJAAN RAKSHIT

120 North Avenue NW, Atlanta, GA 30318 | [urakshit3@gatech.edu](mailto:urakshit3@gatech.edu) | (404) 503-3256  
<https://www.linkedin.com/in/ujaan-rakshit-18508b281/> | <https://github.com/UjaanRakshit>

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## EDUCATION

**Georgia Institute of Technology (GT)**, Atlanta, GA

August 2024 - May 2027 (Expected)

Bachelor of Science in Computer Science

GPA: 4.00/4.00

Relevant Coursework: Data Structure and Algorithms, Computer Organization and Programming, Objects and Design, Linear Algebra, Multivariable Calculus

## PROGRAMMING SKILLS

- Languages: Python, C++, Dart, Java
- AI/ML Frameworks & Tools: PyTorch, TensorFlow
- Data Handling: Protobuf, Numpy, Pandas
- Other Tools: CMake, Nix, Streamlit, Next.js

## WORK EXPERIENCE

**Orbitals Learning LLP**, Remote - Investigative Data Scientist Intern

May 2025 – August-2025

- Conducted document layout identification and classification using open-source computer vision datasets.
- Researched and experimented with Large Language Models (LLMs) and Vision Transformer (ViT) architectures for classification tasks.
- Explored and benchmarked models such as ResNet for transfer learning and feature extraction.
- Produced technical notes on scalability of AI workflows, dataset preprocessing, and GPU resource requirements.

## PROJECTS

**Photo Organizer**

July 2025

- Developed an AI system to cluster and caption images using **CLIP embeddings** and **FAISS** similarity search.
- Integrated **face recognition and clustering** for personal photo timeline generation.
- Implemented drag-and-drop UI with **Streamlit**, supporting both object-based and face-based grouping.

**JurassIQ | Hacklytics**

March 2025

- Developed an AI-powered archaeology platform at Hacklytics 2025
- Built a deep learning model trained on 100,000+ synthetic data points and 5,000 real fossil images, achieving 99% accuracy in fossil identification and valuation.

**What is the Title of this Paper?**

December 2022 - June 2023

- Research paper published on ArXiv
- Utilized Python 3-based algorithm to automate the process of solving the Knight and Knave problem.
- Awarded the 3rd prize for presenting my research findings at the InnoSphere International Research and Tech Conference.

## LEADERSHIP AND COMMUNITY ENGAGEMENT

**Software Team Member, Hytech Racing**

August 2024 - Present

- Developed a real-time race tracker in C++ to monitor car position, log lap times, and measure event completion.
- Engineered high-performance C++ drivers to interface with external sensors, enhancing telemetry accuracy and vehicle state estimation.

**Founder, UpStream**

May 2022 - Present

- Developed an app and published it in PlayStore that fosters a student community based on their academic interests, especially in STEM subjects.
- Integrated machine learning algorithms to recommend study groups, academic resources, and potential mentors based on users' interests and learning patterns.