

CHAITANYA JADHAV

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EDUCATION

Nanyang Technological University

August 2021 – June 2025 (Expected)

Bachelor of Computing – Computer Science

- CGPA: 4.42
- Relevant Modules: Software Engineering, Machine Learning, Natural Language Processing, Neural Networks and Deep Learning

WORK EXPERIENCE

Panasonic R&D Center Singapore, IP3D Intern

January 2024 – July 2024

- Developed and deployed a robust testing framework for Large-Language Models (LLMs) in Retrieval-Augmented Generation (RAG) tasks, enabling model exploration and hyperparameter optimization through the SQuAD dataset and LLM-as-a-Judge for advanced evaluation.

Maritime and Port Authority of Singapore, ESD Intern

May 2023 – August 2023

- Implemented a design system consisting of reusable components using TypeScript, enabling efficient and consistent frontend development across applications.
- Packaged components for distribution using Webpack and Babel to optimize performance and maintain compatibility across environments.

ACADEMIC PROJECTS

NTU URECA Program

August 2023 – June 2024

Serving Insights: Improving Data-Driven Badminton Analytics with Computer Vision and Machine Learning

- Developed and implemented a workflow in Python using OpenCV to pre-process badminton videos and automate positional data extraction using OpenPose, eliminating the need for manual tracking.
- Trained a time-series classification model to classify the type of shot taken by a player given player position and pose data.
- Presented findings at The International Conference of Undergraduate Research 2024.

NTU URECA Program

August 2022 – June 2023

Data Analytics in Football: Defining the Playing Styles of Singapore PL Teams.

- Performed exploratory analysis with NumPy, Pandas, Matplotlib and Scikit-Learn in Python to uncover trends in football match event data from 2019-2021 seasons.
- Applied Logistic Regression and Regression Trees to develop metrics to evaluate player performance and optimizing strategies for Singaporean teams to enhance expected outcomes.

PERSONAL PROJECTS

Football Event Tracker

March 2024

- Developed a web application that enables users to track the actions and coordinates of events during a football session. Available at <https://splxgoal-jkomar.pythonanywhere.com/>

SKILLS

- **Languages:** English, French, Hindi, Marathi, Spanish
- **Programming:** Python, C, Java, HTML/CSS, JavaScript, TypeScript, SQL