

Abhinav Borah

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EDUCATION

2020 - 2024 B.Tech CSE at The Assam Kaziranga University

CGPA: 9.26

SKILLS

Languages: JavaScript, TypeScript, C++, Python, Shell scripting
Technologies: React, Next.js, Hugo, Tailwind CSS, Node.js, Express.js, MongoDB
Tools: Git, MySQL, Docker, L^AT_EX, Figma, Adobe Photoshop, Adobe Illustrator

RESEARCH PUBLICATION

Barman, U. et al. (Dec. 2022). "Smartphone assisting convolutional neural networks for soil texture classification in dry and wet humid conditions in West Guwahati, Assam". In: *Journal of Applied and Natural Science* 14.4, pp. 1351–1359. URL: <https://doi.org/10.31018/jans.v14i4.3966>.

WORK EXPERIENCE

Machine Learning Intern

Jun 2023 - Dec 2023

Indian Institute of Technology, Guwahati (IITG)

- Engineered automated pipelines using LLMs and In-Context Learning (ICL) to streamline data preprocessing for a VQA research project, significantly improving data quality and accelerating processing time for large-scale CSV datasets.
- Ensured dataset integrity by addressing contextual inconsistencies and errors through systematic preprocessing strategies, resulting in enhanced data reliability for downstream analysis.
- Developed and deployed machine learning models, including an ensemble (KNN, RF, LogReg, DT, XGBoost, SVM), to achieve a 15% increase in prediction accuracy, leveraging Python (scikit-learn, XGBoost, pandas) for model development and evaluation.

UI/UX Lead, Google Developer Student Club

Jul 2022 - Jul 2023

Google Developer Student Club, Kaziranga University (GDSC KU)

- Established and managed the UI/UX Group, guiding a team of over 20 members in creating a unified design language for the club's social media, startups, and products, driving technological advancements.
- Advocated for a user-centered design approach by leading user research, wireframing, and prototyping efforts to create intuitive and engaging interfaces.
- Developed and maintained a scalable design system, ensuring a cohesive brand identity and improved user experience across digital assets, while partnering with development teams for seamless implementation and iteratively enhancing club platforms based on user feedback.

PROJECTS

Loom

[Link to Demo](#)

A Video Conferencing Tool

- A feature-packed video conferencing web-app developed with Next.js, TypeScript, Tailwind CSS, and Shadcn to offer a modern video conferencing experience.
- Engineered real-time video and audio communication features using Stream Video SDK.
- Implemented Clerk for secure user authentication and access control.

nvim-starter

[Link to Demo](#)

Customizable modular IDE configuration

- Built on top of lazyvim to provide a pre-configured Neovim environment.
- Customized the configuration to optimize workflows for C++, Rust, and Full Stack development.
- Integrated plugins and settings for enhanced code editing and navigation.