Divit Tasgaonkar

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Education

Purdue University West Lafayette, IN
Degree, Physics (Incoming Fall 2026) Graduation Date: 2030

Thakur School of Global Education Mumbai, Maharashtra
SAT: 1530 Graduation Date: 2025
A Level: ABB
IGCSEs: 4A*4A
IELTS: 8.5 (C2)

Projects

ChesseyAI (Personal Project) 2025
AI Developer

- Developing an end-to-end system to convert chessboard images into structured FEN representations.
- Trained a convolutional neural network (TensorFlow, Python) to detect and classify chess pieces from board images.
- Engineered a pipeline to map model outputs into valid board states for automated puzzle digitization.
- Addressed real-world challenges including lighting variation, perspective distortion, and piece occlusion.

AI Voice Assistant for Financial Operations (GHCI Hackathon) 2025
Team Lead

- Led development of a voice-driven assistant for banking workflows including balance checks and payments.
- Implemented backend services using FastAPI and integrated financial data flows via Plaid (mock API).
- Designed system architecture and coordinated a team under time-constrained hackathon conditions.

2D Platformer Game (Unity) 2025
Lead Developer

- Built a 2D platformer in Unity using C#, implementing player movement, combat mechanics, and physics systems.
- Collaborated in a 3-member team to design levels and gameplay systems.

- Deployed the game on itch.io for public playtesting and feedback (https://divittas.itch.io/agnipath).

Quadruped Locomotion via PPO 2025
Reinforcement Learning Engineer

- Trained a simulated quadruped (Go2) using Proximal Policy Optimization (PPO) for stable and adaptive locomotion in genesis.
- Achieved multiple behaviors including walking, turning, and running at speeds exceeding 2 m/s.
- Developed and managed training pipelines, evaluation metrics, and reward tuning in a 5-member team.
- Placed 3rd in a competitive robotics locomotion challenge.

Skills & Interests

Languages: Python, C#
Frameworks & Tools: TensorFlow, FastAPI, Unity, Git, Linux
Domains: Machine Learning, Reinforcement Learning, Game Development
Interests: Chess, Guitar