

## EDUCATION

- Florida Atlantic University** **2017 – Dec 2022\***  
SeaTech Research Center, Dania Beach, FL
- **Candidate for PhD in Ocean Engineering**
  - **Dissertation: Multi-Agent Reinforcement Learning Turbulent Flow Control** Autonomous Multi-Agent Control with Reinforcement Learning in turbulent fluids simulations using Convolutional Neural Networks and Long Short-Term Memory for drag reduction.
- Florida Atlantic University** **2017 – Dec 2022\***  
SeaTech Research Center, Dania Beach, FL
- **M.S. in Ocean Engineering**
  - Graduate Certificate in Offshore Engineering
- Florida Atlantic University** **2010 – 2016**  
Boca Raton, FL
- **Bachelor of Science in Ocean Engineering**
  - **Capstone Project:** Designed and built an autonomous surface vehicle capable of GPS navigation and station keeping in dynamic conditions (Electrical Team Lead).

## WORK EXPERIENCE

- Course Instructor** **2021**  
Florida Atlantic University, Boca Raton, FL
- Taught Fluid Mechanics to a class of 30 students in-person and remote.
- Graduate Intern** **2018**  
Naval Research Laboratory, Stennis Space Center, MS
- Developed simulations using OpenFOAM CFD software for rogue wave and wind interaction using High-Performance Computing.
- Engineering Technician** **2014-2015**  
Agilis Engineering, Palm Beach Gardens, FL
- Assembled computer monitoring and signal conditioning systems used on GE turbines for NextEra and analyzed real-time turbine data for monthly reports for Florida Power and Light.

## LANGUAGES AND TECHNOLOGIES

- **Languages:** Python, Fortran, Matlab, C++, SQL
- Git, Linux, Bash, HPC, DDT,

## TECHNICAL EXPERIENCE

- Academic Projects**
- **RestoScraper:** Developed a Ruby on Rails app along with a Chrome extension that shows aggregated ratings and reviews from Yelp, Trip Advisor and Foursquare with the help of data scraped via a Python script.
  - **Metrics for Expertiza:** Designed and implemented a module to generate metrics for peer-reviews in Expertiza (an open source peer-review web application built with the Ruby on Rails framework).
  - **Online Book Library:** Built a library system using Ruby on Rails and MySQL which allowed users to check out, return and suggest books and also had admins to manage the same. It also supported e-mail notifications and checkout histories.
  - **University Library Management System:** Built a library management system in Java and Oracle DB with a focus on triggers and procedures which offered management of 3 types of resources – books, cameras and rooms.
  - **P2P system with centralized index:** Developed a peer to peer file transfer system in Python which helped in understanding P2P and client-server systems and build a number of fundamental skills related to TCP/IP communication.
  - **Micro shell:** Implemented the micro shell command interpreter in C which has a syntax similar to UNIX C shell.
  - **Thread Library:** Developed a non-pre-emptive user-level threading library in C that supported the routines Create, Yield, Join, JoinAll, Exit and also having support for semaphores.

## Personal Projects

- **E-Store:** Developed a simplified online store application using the MEAN stack which utilized various RESTful APIs like Facebook for login and Stripe for credit card payments. It also supported multiple currencies via the Open Exchange Rates API.

#### **ADDITIONAL EXPERIENCE AND AWARDS**

---

- **IBM DB2 Academic Associate** Certification
- Conducted a 3-day workshop on IBM DB2 with 73 participants (Oct 2013) at Assam Engineering College
- Worked as a Programming lab assistant at Assam Engineering College, Guwahati (Aug 2013 - Oct 2013)