

JISHNU DATTA

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EDUCATION

University of Illinois Urbana-Champaign

May 2018

Bachelor of Science in Computer Engineering

Technology Entrepreneur Center Innovation Certificate

WORK EXPERIENCE

SINAPSE

Singapore

Research Intern

May–Jul 2016

- Worked to implement motion segmentation using data from a dynamic vision sensor.
- Created and tested various motion profiles for a small unmanned, ground vehicle using Arduino, Putty, WinSCP and the Intel Edison.
- Coded and used a GUI in MATLAB to annotate collected data.
- Currently helping to finish the associated dataset paper, showing capabilities of motion segmentation with neuromorphic vision.

Big Brothers Big Sister of Greater Miami

Miami, FL

I.T. Intern

Jun–Aug 2015

- Maintained hardware and software for 50+ employees of national nonprofit organization.
- Created a user guide for Office 365 in preparation for the company's switch from Office 2013.
- Transformed 40+ outdated PCs for use in internal BBBS educational facility by addressing malfunctioning hard drives, replacing RAM and performing software updates.

PROJECTS

Static Personal Website

Jan 2017

- Created a static personal website using various resources to learn HTML and CSS.
- Implemented several design tips to improve the user experience and user interface.

Tower Up Android Game

Feb 2016

- Independently designed and coded an Android game for HackIllinois which revolves around building and climbing a tower simultaneously using a two-handed control interface.
- Created using Java, Android Studio and libGDX and published on the Google Play Store.
- Available at play.google.com/store/apps/details?id=me.jishnudatta.towerup&hl=en

Maze Game

Jan 2016

- Adapted Prim's algorithm to generate three dimensional mazes with ladders connecting the floors and used it as the environment generator for a dungeon-exploration style PC game.

SKILLS

Languages:

English, Bengali, French

Programming:

C++, Java, HTML, CSS, C, Arduino

COURSES

Current: *ECE448* Artificial Intelligence, *ECE385* Digital Systems Laboratory, *ECE 330* Power Circuits and Electromechanics

Completed: *ECE391* Computer Systems Engineering, *CS225* Data Structures, *CS173* Discrete Structures, *ECE313* Probability with Engineering Application, *ECE220* Computer Systems and Programming, *ECE210* Analog Signal Processing, *ECE120* Introduction to Computing, *ECE110* Introduction to Electronics