Jyotirmay Nag Setu

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Jyotinag

https://jyotinag.github.io/JyotirmayNag/

Research Interest

Self-Supervised Learning, Computer Vision, Machine Learning, Data Science, Database

Education

Jan 2010 – Mar 2012 Narail Government High School

Secondary School Certificate (GPA 5.00/5.00)

Jun 2012 – Aug 2014 | Narail Government Victoria College

Higher Secondary School Certificate (GPA 5.00/5.00)

Jan 2015 – Jan 2019 | University of Dhaka

BSc in Computer Science & Engineering (CGPA 3.03/4.00)

Work Experience

May 2020 - Nov 2020

Robi Axiata Ltd.

Data Engineer, EDW & Analytics Team

- Maintaining the data processing pipeline.
- Writing Python and Shell scripts to process raw data.
- Writing PL/SQL procedures to process data in **Oracle Database**.
- Using **Hadoop** to store and process big data.
- Generating **SAP BO** reports from the processed data.

Nov 2020 – Ongoing

Bangladesh Bank

Data Engineer, R&D on Data Science Applications Wing

- Writing Python scripts to automate the data processing pipeline.
- Writing PL/SQL procedures to process data.
- Creating Oracle Data Integrator(ODI) mappings to process data.
- Creating Oracle Warehouse Builder(OWB) mappings.
- Developing a fully automated data processing system with Python.
- Using Oracle BI to generate reports.

Technical Skills

- Deep/Machine Learning Libraries: Keras, Tensorflow, Scikit Learn, Opency
- Programming Languages: Python, Java, C/C++
- Database: MySQL, PL/SQL, Oracle
- Web Programming: Python(Django), Python(Flask), PHP
- Operating Systems: Linux, Windows, Mac

Undergraduate Thesis

M. S. Sakib, J. N. Setu, M. M. Islam "Multi-level Balanced Caching Approach to Optimize Repeated Subgraph Queries"

Publications

2010

M. M. Islam, A. Debnath, T. Al Sayeed, **J. N. Setu**, M. M. Rahman, M. S. Sakib, M. M. Khan, S. Shatabda, A. Islam, "A Gray Box Interpretable Debugging Approach for Deep Sequence Learning Model," ICLR Workshop: Debugging Machine Learning Models (Poster), 2019. *arXiv*

Volunteer Works

• Proctor, ICPC Dhaka Regional 2021

Software Projects

• Catch the Apple: Game Project

The game was build using BGI graphics and C. We used the BGI header file to implement the game from scratch. In the game there was a basket to catch the randomly falling apples and termination point was how many times a player fails to catch an apple. We used predefined function of BGI graphics.

Platform: Desktop Application

Language: C
• Unit Converter

We implemented different unit conversion feature using Object Oriented Principles (OOP). We implemented around 10 unit conversion features.

Platform: Desktop Application

Language: Java

BDRentals

We addressed the most common problem for most of the 1st year students and newcomer in Dhaka city, finding accommodation. Our project was to make a website using the Software Design Pattern to build a platform for those who are looking for a place and also renting their own home.

Platform: Website Language: Django • Bangla Type Racer

We developed a website similar to Typeracer.com, But we implemented it for Bengali. The original website let a user practice his/her touch typing skills by providing the user with a short paragraph and recording his/her typing speed. We saved several Bengali paragraphs for the users to practice Bengali touch typing.

Platform: Website

Language: PHP, JavaScript, JQuery, HTML, CSS