Mahendra Maiti

Email : maiti013@umn.edu
https://www.linkedin.com/in/mahendra-maiti/   Mobile : +1-612-787-8064
https://github.com/Mmahe07

EDUCATION

University of Minnesota-Twin Cities   MN, USA
Master of Science in Computer Science GPA: 3.73/4.0   *Expected Graduation: May 2019*
Relevant Coursework– Recommender Systems, Artificial Intelligence, Virtual Reality, Data Mining

National Institute of Technology, Durgapur   WB, INDIA
Bachelor of Technology in Computer Science and Engineering; GPA: 9.07/10.0   *May 2017*
Relevant Coursework– Data Structure and Algorithms, OOP, DBMS, Software Engineering, Pattern Recognition.

SKILLS

Languages : C, C++, Java, Python, C#, LISP, Javascript, Ruby, R, Matlab, LaTeX, HTML, PHP, SQL, CSS, XML

Tools/Frameworks : Lenskit, JUnit, Django, Sikuli

Technologies : Unity 3D Engine, Unreal Engine, Hive, Hadoop, Node.js, Kafka

Technical areas : Data Mining, Database Systems, Software Engineering, Artificial Intelligence

INTERNSHIPS

Smiths Medical   Minneapolis, MN, USA
Software Development Intern   *May 2018 - August 2018*
SNAPTOOL: Developed a utility application which automates screenshot capture process on infusion pumps using an in-house framework. SNAPTOOL reduces operating time costs by at least 60% and can further be used for test automation and localization purposes. (C++, Python)

CSIR-CMERI   Durgapur, WB, INDIA
Summer Intern   *May 2016 - June 2016*
Denoising Techniques in Medical Images : Synthesized Rician Noise in MRI using C++ and Python in OpenCV. Implemented various denoising techniques such as Hybrid KSL, NLM and compared their performance against Rician Noise. (C++, Python, OpenCV)

PROJECTS

Game bot using Reinforcement learning : Implemented a game bot using a model-free reinforcement learning technique called Q-learning in Python. (Python)

Recommender System for Movies: Implemented content based filtering, nearest neighbor collarborative filtering, and summary statistics algorithms for recommending movies based on user and movie datasets, using Lenskit toolkit. (Java, Lenskit)

Stroke rehabilitation using games in virtual reality: Implemented a stroke rehabilitation game for upper limb motor training of stroke patients. (C#, C++, Unity3D)

A Location-aware approach toward Energy Efficient Common Content Distribution in Mobile Ad hoc Networks (MANETs): Proposed a location-aware mobile data offloading technique to prolong network lifetime in an energy efficient manner. Lifetime enhancement through fair energy expenditure in the network is obtained by engaging additional nodes beside cluster heads in an intracluster data distribution process. (C++, Java)

Wireless Offloading in MANETs using TLBO: Implemented a novel routing technique for common content distribution in MANETs using teaching learning based optimization (TLBO). Proposed approach performs better than a standard K-means clustering approach in terms of average as well as total energy consumption in the network. (C++, Java)