Nalin **Chhibber**

Open Source fanatic ·

200 University West, Waterloo, ON, Canada N2L 3G1

☐ (+1) 437-779-9277 | ✉ nalin.chhibber@uwaterloo.ca | 🏠 http://nalinc.github.io | ☐ nalinc | in nalinchhibber

Education

M.Math. in Computer Science	*University of Waterloo*
Ontario, Canada	*Sept 2017 - Present*
B.Tech. in Computer Science and Engineering	*GGS Indraprastha University*
New Delhi, India	*Aug. 2010 - Jul. 2014*

Experience

Google Summer of Code — *Waterloo, Canada*

Student Developer — *May. 2018 - Present*

- Working with Peter Norvig (Director of Research at Google) to design and implement a student-instructor workflow for a new platform. This platform will host aima-exercises which will not appear in the fourth edition of the book Artificial Intelligence: A Modern Approach.

University Of Waterloo — *Waterloo, Canada*

Graduate Research and Teaching Assistant — *Sept. 2017 - Present*

- Part of the Human-Computer-Interaction lab in David R Cheriton School of Computer Science. My research is focused towards Conversational Agents and building Intelligent User Interfaces.
- I have also hold TA position for various courses (CS 330, CS 490, CS 349). My responsibilities include marking, proctoring, holding office hours (and occasionally filling a lecture if instructor is unavailable).

Compro Technologies — *New Delhi, India*

Software Engineer — *Oct. 2014 - Aug. 2017*

- I was part of the primary development team and worked on the full technological stack for web and mobile applications. I was involved in creating next generation e-learning products (e-reader, courseware) for better user engagement and achieve pure learning vision.

CERN, GS-Scientific Information Service — *Geneva, Switzerland*

Summer Student Intern — *June. 2014 - Aug. 2014*

- Worked at 'Scientific Information Services' department(GS-SIS) to enrich exiting metadata with data from other libraries and integrate changes into the open source software 'invenio'. Updated metadata was made available on CDS (CERN Document Server) after the internship.

CSIR-Fourth Paradigm Institute — *Bangalore, India*

Research Scholar, SPARK — *Aug. 2013 - Dec. 2013*

- Worked with Dr Gopal Krishna Patra (Principal Scientist, CSIR 4PI) to create a secure cryptosystem inspired by chaos theory. This was a part of CSIR-SPARK (Student Program for Advancement in Research Knowledge).

Skills

Languages

C/C++ JavaScript SQL Shell Scripting HTML/CSS LaTeX JAVA NodeJS NoSQL Python Markdown TypeScript

Tools and Frameworks

vim maven jQuery Heroku Toolbelt git MongoDB OpenCV gdb(debugger) bash AngularJS Django Jupyter Notebook

Publications

Human Perception of Surprise: A User Study *Michigan USA*
ACM SIGIR *Jul. 2018*

Prototype Tasks: Improving Crowdsourcing Results through Rapid, Iterative Task Design *Quebec Canada*
AAAI HCOMP *Oct. 2017*

Crowd Guilds: Worker-led Reputation and Feedback on Crowdsourcing Platforms *Oregon USA*
ACM CSCW *Feb. 2017*

Boomerang: Aligning Worker and Requester Incentives on Crowdsourcing Platforms *Tokyo Japan*
ACM UIST *Oct. 2016*

Synchronization of Chaos in Multiple Three-Dimensional Chaotic Maps *Langkawi Malaysia*
IEEE ISTMET *Aug. 2015*

Enriching the metadata on CDS *Geneva Switzerland*
CERN Document Server Internal Note *Aug. 2014*

Projects

- StoryKart: An educational platform to craft and share interactive stories. Includes insanely simple drag-drop interface with script-editor to create awesome stories.
- ComproDLS: A learning ecosystem containing experience-apps to create immersive learning experience. Includes learning analytics, social collaboration, competency based learning with adaptive personalizations.
- Tweebbles: Data-centric view of user tweets with beautiful visualizations. Allows generation of uber bubble clouds for user-specific tweets and perform live sentiment analysis of tweets from twitter streaming api.
- ChatJS: A prototype suite of integrated products for rapid communication on web applications. Empowers sales, marketing, and support teams to proactively engage with visitors via live chat.
- Cosmic Shooters: A cross-platform battle-ship game based on HTML5 Canvas which uses real-time bidirectional event-based communication via socket.io to share player positions.
- MarkdownJS: A Markdown parser focused on simplicity and easy extensibility.

Achievements & Activities

- Stood second in JS13K Games for cosmic-shooters(server category) [Sept 2016].
- Active on Stackoverflow with 6000+ reputation, 25 badges, 5 bounties and among top users for JavaScript.
- Active contributor in various Open Source projects/organizations (Stanford Crowdresearch, KDE, Oppia etc).
- Visited ETH and Google Zurich under the CERN Intern exchange program(6% Acceptance rate).
- Received a research grant in "Student Program for Advancement in Research Knowledge" at CSIR 4PI.
- Yahoo Summer School Participant at IISC Bangalore [Summer 2013].
- Python FOSSEE TBC Project, student contributor - IIT Bombay [Summer 2013].
- First position in Brainstorm 2k13 - an online treasure hunt with around 4000 participants.
- IEEEXtreme 2k12 Programming event [Team: L33T5. Country Rank - 191, University rank - 1].