

Nalin Chhibber

OPEN SOURCE FANATIC ·

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Education

M.Math. in Computer Science

ONTARIO, CANADA

University of Waterloo

Sept 2017 - Present

B.Tech. in Computer Science and Engineering

NEW DELHI, INDIA

GGS Indraprastha University

Aug. 2010 - Jul. 2014

Experience

Google Summer of Code

STUDENT DEVELOPER

Waterloo, Canada

May. 2018 - Aug. 2018

- Worked with Peter Norvig (Director of Research at Google) to design and implement a student-instructor workflow for a new platform. This platform will host aim-exercises for the fourth edition of the book 'Artificial Intelligence: A Modern Approach'

University Of Waterloo

GRADUATE RESEARCH AND TEACHING ASSISTANT

Waterloo, Canada

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

SOFTWARE ENGINEER

New Delhi, India

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

SUMMER STUDENT INTERN

Geneva, Switzerland

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

RESEARCH SCHOLAR, SPARK

Bangalore, India

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

L^AT_EX 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

Typealike: Typing-Friendly Command Postures

SUBMITTED TO ACM SIGCHI

Scotland, UK

Conference in May, 2019

Expression of Curiosity in Social Robots: Design, Perception, and Effects on Behaviour

SUBMITTED TO ACM SIGCHI

Scotland, UK

Conference in May, 2019

Human Perception of Surprise: A User Study

ACM SIGIR

Michigan USA

Jul. 2018

Prototype Tasks: Improving Crowdsourcing Results through Rapid, Iterative Task Design

AAAI HCOMP

Quebec Canada

Oct. 2017

Crowd Guilds: Worker-led Reputation and Feedback on Crowdsourcing Platforms

ACM CSCW

Oregon USA

Feb. 2017

Boomerang: Aligning Worker and Requester Incentives on Crowdsourcing Platforms

ACM UIST

Tokyo Japan

Oct. 2016

Synchronization of Chaos in Multiple Three-Dimensional Chaotic Maps

IEEE ISTMET

Langkawi Malaysia

Aug. 2015

Enriching the metadata on CDS

CERN DOCUMENT SERVER INTERNAL NOTE

Geneva Switzerland

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.
- Tweekbles: 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.
- IEEEExtreme 2k12 Programming event [Team: L33T5. Country Rank - 191, University rank - 1].