Reuben Chatterjee

EDUCATION

University of California San Deigo

San Diego, CA

Master of Science in Data Science (GPA: 3.78/4.00)

Sep. 2023 – Present

Courses: Data Science Programming, Numerical Linear Algebra, Probability & Statistics

University of Mumbai

Mumbai, India

Bachelor of Engineering in Computer Engineering (GPA: 3.93/4.00)

Aug. 2019 - May 2023

Courses: Machine Learning, Artificial Intelligence, Data Structures and Algorithms

PROJECTS

- Led the development of a roommate matching system using K-means clustering to analyze and group student profiles for compatible living arrangements.
- Employed Principal Component Analysis (PCA) for dimensionality reduction to enhance clustering performance.
- Successfully matched students with harmonious living situations, optimizing roommate compatibility and homeowner satisfaction.
- Provided data-driven insights to improve student accommodation experiences, leading to a demonstrable decrease in roommate conflicts and enhanced academic focus.

Netflix Recommendation System | Python, Pandas, Numpy, Scikit-learn, Collab Jan.

Jan. 2023 – May 2023

- Designed and implemented a movie recommendation system as part of the Big Data Analytics course requirement, simulating Netflix's recommendation features.
- Employed collaborative filtering algorithms using Python and relevant libraries to analyze user preferences and movie ratings data.
- Optimized the recommendation engine to handle large datasets effectively, ensuring high accuracy and low latency in suggestions.

Crop Yield Prediction using Rainfall Data | Python, Numpy, Pandas, Matplotlib Jan. 2023 – May 2023

- Created a model to predict the yield of various different crops grown in India, based on the annual rainfall received in the country. (Logistic Regression)
- Created a Tabeleau dashboard and visualized various demographics like areas with less rainfall, types of crops grown, soil distribution etc.

EXPERIENCE

Lead 3D Design Intern

Mar. 2022 – Jun. 2022

The Learning Buddy

Mumbai, India

- Headed the design, prototyping, and creation of 'BuddyVerse', a rudimentary 3D metaverse for the organization.
- Headed a team of three 3D design Interns.
- Developed <u>interactive AR assets</u> to enhance educational content, leveraging data optimization for real-time performance in mobile applications.
- Modeled and exported 3D assets/models and their animations daily using Blender 3D.
- Worked on the fine tuning of existing 3D models.

Head of Social Media

Jun. 2021 - Jun.2022

 $Code X ext{-}SFIT$

Mumbai, India

- Strategically managed Codex-SFIT's social media platforms (Instagram, LinkedIn, YouTube), leading to a 30% increase in follower count in one year.
- Spearheaded the development and publication of engaging content on Instagram, including technical quizzes, industry tips, and the latest tech news, which enhanced brand visibility and audience interaction.
- Clicked snapshots from various events and workshops held by the committee for documentation and milestones.

TECHNICAL SKILLS

Languages: Python, Java, C, C++, SQL, R

Data Analysis: Statistical analysis, predictive modeling, data mining

Developer Tools: Git, Google Collab, VS Code, Visual Studio, PyCharm, Jupyter, Eclipse Libraries: Pandas, NumPy, Matplotlib, Scikitlearn, Pytorch, Seaborn, TensorFlow, NLTK, RegEx

Visualisation tools: Tableau, PowerBI, Hadoop, Spark, Hive

Frameworks: React, Node.js, Flutter, Android Studio, Apache, Pyspark