Sabyasachi Purkayastha

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Education

The University of Hong Kong, Bachelor of Engineering

Hong Kong SAR

Major: Computer Science, Minor: Finance

Class of 2024

Awards: HKU Foundation Entrance Scholarship (Full Tuition)

Positions: Co-President UNICEF HKU, HKU Student Ambassador, HKU Equal Opportunity Ambassador

Highlight Courses: Data Structures and Algorithms, Discrete Mathematics, Computer Organization, OOP & Java, Modern Technologies on World

Wide Web, Artificial Intelligence: Utopia or Dystopia

Work Experience

GrinBean Limited, Full Stack Developer

Dec 2021 - Jan 2022

- Recreated the legacy UI system using Vue and subsequently enhanced UX through redesigning the dashboard using chart.js for data analytics and visualization.
- Seamlessly developed data pipeline for iot device and server using express.
- Contributed to the text-based data mining and information extraction to train and modify the data driven AI model to achieve less recourse and greater efficiency.

HKU Business School, Research Assistant

Nov 2021 – Jan 2022

- Conducted analyses of datasets regarding a research paper of HKU Business School.
- Increased the speed of data extraction by 60% via implementing an algorithm that recognized the type of data required and instantly provided that for the project.

QuokkaHR, Software Developer

Nov 2021 - Dec 2021

- Designed and developed features using React to show attempts of team members so they can analyze their weaknesses.
- **Revamped** the main page containing all available projects using React to help project managers differentiate completed projects from the incomplete ones.
- Wrote tests for authentication, authorization, and performed UAT to optimize the performance of the existing platform

Highlight Projects

Sort-It, A Sorting Visualizer

See more at: <u>Shoh4g.github.io</u>

- The project, with the aid of visualization, demonstrates how different sorting algorithms work behind the scenes.
- Made using HTML5, CSS3 and JS.
- Visualize the project here

BigTwo, A Card Game made in JAVA with multiplayer support on the network

- Implemented OOP approach to handle complex game mechanisms and developed a JAVA GUI for the client.
- Multithreaded approach to handle networking, JAVA sockets to handle network multiplayer and proper use of exceptions for error. handling

PlayandLearn, an educational text-based game using C++

- Used dynamic memory management to display questions in the rapid fire round based on user input.
- Created a make file to organize code compilation and increase efficiency as well as allowed users to load previous data using FILE I/O.

Personal Portfolio, a responsive single page portfolio which also includes contact form and Sass sources

Visualize the project here

Notable Awards and Certifications

HKU Foundation Scholarship, Full tuition

Scholarship covering entire tuition for entire study period.

GOLDMAN SACHS Engineering Virtual Program

Used Kali Linux and Hash cat to crack a leaked password database which were using Secure Hash Algorithm (SHA) and Message Digest (MD5).

JPMORGAN CHASE and CO Software Engineering Virtual Experience

Built an interface with a stock price data feed and displayed data visually to traders.

Edexcel Higher Achiever's Award, Top 113 out of ~230,000 Students Nationwide

For outstanding academic achievement in A' Level Examinations (4 A*) and IGCSEs Examinations (7A* and 1A)

Skills

Core:

Python, JavaScript, Java, C/C++, Shell, Hashcat, Linux/Unix/Kali Linux

Web & Database: HTML5, CSS3, EJS, jQuery, React, Vue, chartjs | NodeJS & Express | MongoDB, Mongoose SQL