Anhad Mohananey

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EDUCATION

New York University, Courant Institute of Mathematical Sciences — New York, NY
MS in Computer Science (GPA: 3.9/4.0) — May 2019
Courses: Statistical Natural Language Processing, Fundamental Algorithms, Programming Languages

University of Delhi, Netaji Subhas Institute of Technology — New Delhi, India
BE in Information Technology (GPA: 3.7/4.0) — June 2014

PROJECT EXPERIENCE

Latent Tree Learning — 12/2017-Present
- Doing NLP Research at the Machine Learning for Language Lab(https://wp.nyu.edu/ml2/people/) at NYU(part of the CILVR lab headed by Yann Lecun).

Phrase level Sentiment Analysis using Attention based Tree Structured LSTMs — 11/2017
- Extended the landmark work on Tree Structured LSTMs by Socher et al to include dependencies among nodes(using attention) for phrase classification. Part of the Statistical NLP class project at NYU.

Recurrent Neural Networks for song lyrics prediction — 12/2016
- Compared character level RNNs to word level RNNs for the task of song lyrics prediction(Beatles!).

https://github.com/anhad13/RNNLyrics

A Ruby Gem Implementation based on Google's word2vec — 11/2016
- Ruby implementation of the Google word2vec algorithm for vector representation of vocabulary.

https://github.com/anhad13/RubyWordToVec

Pong AI using policy gradient — 10/2016
- A convolutional neural network was used on input frames of the Pong game to train a game player.

https://github.com/yshvrdhn/Pong-Agent-Using-Policy-Gradients

Flappy Bird AI — 07/2016
- Artificial intelligence based game player for the popular Flappy Bird Game using the Qlearning algorithm.

https://github.com/anhad13/QFlappyPy

Deep Aesthetic Learning — 05/2016
- CNNs to predict aesthetic goodness of an image.

https://github.com/anhad13/DeepAestheticLearning

A machine learning based protocol for efficient routing in opportunistic networks — 1/2015-11/2015
- Developed MLProph, a protocol for routing in opportunistic networks through building machine learning for neural networks and decision trees. Improved delivery probability by 50% and reduced overhead ratio by 150 times from the current state of the art Prophet+ algorithm. Published paper under faculty supervision.

A Scalable Real Time Algorithm for Face Recognition — 03/2012 – 04/2013
- Developed a scalable real time algorithm for facial recognition using a euclidean distance filter prior to the PCA-based EigenFace algorithm. Run time was independent of face data set size. Published paper.

WORK EXPERIENCE

Infibeam — Bangalore, India
Software Engineer, Full Time — 08/2014 - 06/2017
- Developed applications and modules to handle e-commerce logistics, including Serviceability, Cost, Post Shipment, Tracking of shipments and Shipdroid(a SaaS logistics application).
- Led a team to develop an e-commerce category tree prediction tool using advanced machine learning and natural language processing techniques.

TECHNICAL SKILLS

Programming Languages: Ruby, Python (Pandas, Scikit, Numpy, TensorFlow, Keras), C, JAVA, SQL , MATLAB
Operating Systems: Linux, Windows, Mac OS X
Databases & Platforms: MySQL, Android, Ruby on Rails, Keras, Tensorflow

PUBLICATIONS

- **"A Scalable Real Time Algorithm for Face Recognition",** Seventh International Conference on Image and Signal Processing 2013, Elsevier**(** http://searchdl.org/public/book_series/elsevierst/4/ICSIP9.pdf **)**
- **"A Machine Learning Based Protocol for efficient routing in opportunistic networks",** IEEE Systems Journal 2016 **(** http://ieeexplore.ieee.org/document/7782754/ **)**