Thingom Bishal Singha

bishalthingom@gmail.com
github.com/bishalthingom
linkedin.com/in/bishal-thingom

EDUCATION

National Institute of Technology Karnataka, Surathkal
May 2016 | Mangalore, India
B.Tech. in Computer Engineering
GPA : 7.17 / 10

Kendriya Vidyalaya, Hebbal
May 2012 | Bangalore, India
Senior School Certificate (CBSE)
Score : 94.6 %

SKILLS

Languages:
Python, C, C++, Java, C#, Visual Basic, Powershell

ML Libraries:
Keras, Tensorflow, NLTK, Scikit-learn, Pandas

Web Development:
HTML5, CSS3, PHP

Databases:
BigQuery, SQL Server

11.15.2017

EXPERIENCE

Visa Inc. Aug 2016 – present
Software Engineer Bangalore, India

- Led multiple Performance engg. projects for the Merchant and Acquirer Processing Platform, achieving a 100% success rate in production.
- Developed toolset to automate Environment validation and correction, reducing manual effort on each run from 2 working days to 2 hours.
- Developed regression tool to generate automated reports on usage of system resources.

JPMorgan Chase & Co. May 2015 – July 2015
Technology Intern Bangalore, India

- Built an audit preparation tool to generate a checklist of tasks and predict the next audit period using relational DBMS and linear regression.

PROJECTS

Person Recognition using Smartphones' Accelerometer Data arXiv
Under review at 24th IEEE National Conference on Communications
Designed a model to recognize a person using Random Forests, following feature analysis in time and frequency domains. Experimental results outperformed existing models with an accuracy of 96.79% and AUC of 98.22%.

BookSim for Multi-layered Networks GitHub
Modified the existing dimension ordered routing algorithm to accommodate multiple layers, and isolated the configurations for each dimension. The modified version was thus able to simulate multi-layered networks and successfully reflect the smaller latency for the inter-layer connections.

Pokemon Type Classifiation using Transfer Learning GitHub
Fine tuned the VGG16 Convolutional Neural Network to determine the type of a Pokemon, given its image. Using image augmentation and transfer learning on a limited dataset of 3500 images, the resultant model delivered an accuracy of 0.396. on an 18-class classification problem.

Similarity of Songs' Lyrics across Genres and Times Wordpress | GitHub
Tf-idf vectorization was applied on the song lyrics, and then the Euclidean distance between the vectors was calculated. Pairwise k-medoids clustering was applied on the resultant graph and the similarity of genres/decades was determined based on the clustering results.

Circles of Parity using Hamiltonian Cycles Wordpress | GitHub
Modified the cost-function of Held- Karp algorithm to the longest edge in the cycle for extracting the earliest "circle of parity" (Hailtonian cycle) in a graph representing game results in a league season. The number of circles of parity was determined using edge-disjoint Hamiltonian cycles.

Hawkeye Visualization using graphics.h GitHub
Visualized LBW in cricket using inputs from two planes and parabolic motion for ball trajectory. Depth visualization was achieved by varying measures in x and y dimensions as a linear function of measures in z dimension.