

MAYANK CHANDAK

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EDUCATION

Master of Computer Science, University of California - Irvine, CA, US

Dec 2022

Bachelor of Technology, Guru Gobind Singh Indraprastha University, Delhi, India (GPA – 3.7)

May 2019

PROFESSIONAL EXPERIENCE

Software Developer, Tata Consultancy Services (Client: Top American Bank), India

July 2019 - July 2021

- Built a generic mechanism to remove daily duplicate data from base tables & respective child table, while maintaining data consistency. Thus, saving 20% of computation time and thousands of dollars in licensing fees of a legacy platform
- Automated the financial advisor workflow for client account opening. Resulting in minimized human error and effort, while saving hours of daily time and millions of dollars yearly.
- Implemented a new data ingestion platform, providing a one-stop solution for ingesting new data sets from different sources and reducing time to onboard new data sets from hours to minutes
- Identified and fixed repeated failures which helped in improving operational burden by 10%. Also tweaked existing batch jobs to reduce runtime of long-running batches up to 50%

Software Developer Intern, Celebal Tech, India

June 2018 - July 2018

- Analyzed data of an auto part's manufacturer to plot trend of various products over the years using **Facebook's fbprophet** tool in **Azure Databricks**. Plotted periodic sales trends of the auto part's using matplotlib library
- Trained model over 3 years of sales data predicting likelihood of a purchase of automotive parts in coming future. Thus, helping dealers to identify parts to acquire

ACADEMIC PROJECTS

INTELLIGENT SNAKE GAME (<https://github.com/cmeyank97/AI-in-Snake-Game->)

Jan 2019 - Mar 2019

- Developed a computer program to play Snake Game designed with PyGame
- Implemented algorithmic techniques: BFS, Hamiltonian Path which performed at par with an average human score of 25
- Trained Convolutional Neural Network with 50k training games, surpassing human score by 60%

SENTIMENT ANALYSIS OF MUSIC REVIEWS (https://github.com/cmeyank97/Pitchfork_review_analysis)

Aug 2018 - Nov 2018

- Built a Machine Learning model to predict rating associated with review comments using **Sentiment Analysis** technique
- Engineered features by identifying positive, negative, and neutral words in review comments using Stanford NLP python package
- Analyzed & plotted different trends in the data like rating per genre, author rating, etc

ANIME RECOMMENDER (<https://github.com/cmeyank97/AnimeRecommenderSystem>)

June 2017 - Aug 2017

- Designed and developed an ANIME RECOMMENDER SYSTEM to rank anime shows for users based on viewing history
- Trained recommendation model based on *Collaborative Filtering* technique using GraphLab framework with 7 million records in training & validation dataset
- Visualized data using GraphLab Canvas and created Front-end using Flask

CERTIFICATION (By: Indian Institute of Technology)

Data Science for Engineers (Elite + Silver Certificate)

Jan 2019 - March 2019

Introduction to Algorithm & Analysis (Elite + Gold Certificate)

July 2017 - Oct 2017

Programming, Data Structures & Algorithms using Python (Elite Certificate)

Jan 2017 - March 2017

Programming in C++ (Elite Certificate)

July 2016 - Sept 2016

SCHOLASTIC ACHIEVEMENT

- Selected at **National Level in Zonal Informatics Olympiad**. Among top 282 students from all over India

TECHNICAL SKILLS

Languages & Database: Python, Java, C/C++, R, SQL Server, MySQL, Oracle

Tools: ETL, VS Code, Git