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## Career Objective

To contribute my knowledge of Computer Engineering principles and gain valuable experience through experiential learning. Available from May to August 2019.

#### **Education**

#### **Rochester Institute of Technology**

Rochester, New York

Aug. 2016 - May 2021

- BS IN COMPUTER ENGINEERING (HONORS PROGRAM) WITH MINOR IN MUSIC & TECHNOLOGY | Cum. GPA: 3.64/4.00 | C.E. GPA: 3.82/4.00
- Awards: RIT Founders Scholarship for International Students; Dean's List (Fall 2016, Spring & Fall 2017, Spring & Fall 2018)
- · Relevant Courses:
  - Multivariable Calc.
  - Differential Equations
  - Discrete Math for Computing
  - Linear Algebra
- Probability and Statistics
- Intro. to C.E. w/ Lab
- Digital System Design I and II w/ Computer Science I and II Lah
- Circuits I w/ Lab and Circuits II
  - Intro. to Software Engineering

- Assembly Language Prog. w/ Lab

- Computer Organization
- Applied Programming
- Electronics I w/ Lab

#### The Governor's Academy

HIGH SCHOOL DIPLOMA

Byfield, Massachussetts

Sept. 2012 - June 2016

## Experience.

#### Retail Business Services (Services Company of Ahold Delhaize USA)

**EMERGING TECHNOLOGY INTERN** 

Mooresville, North Carolina

January 2019 - Present

## Analyzing Audio Signals for Machining Monitoring with Support Vector Machine

Rochester, New York May 2017 - Aug. 2018

UNDERGRADUATE RESEARCH ASSISTANT AT RIT

• Developed a 50% faster and more accurate real-time monitoring system with a partner which takes sounds produced by different machining processes and labels them according to a classifier created by a support vector machine algorithm.

## **Grading for Digital Systems Design II**

Rochester, New York

GRADER FOR THE COMPUTER ENGINEERING DEPARTMENT AT RIT

Aug. 2018 - Dec. 2018

• Checked, corrected and helped with homework and quizzes for the students taking the class.

#### Proiects & Labs

- Exceeded professor's expectations by adding a login system and game observation features in a 5-person team to develop a checkers-game website respecting Agile methodology using Spark with Java, HTML, and JavaScript.
- Created a dependable, backup application using Python that syncs the Google Drive files with any device connected with the computer.
- Programmed a game in mixed C and ARM Assembly Language with user interaction and rules on a FRDM-KL46Z board.
- Programmed a swift AI in Java for a pathbuilding game that could compete against humans as well as other AIs.
- Designed a state-machine and wrote microcode with a partner to develop a fully-functioning multicycle CPU implementation by writing microcode and ROM instructions for an Accumulator Design Instruction Set Architecture.

#### Skills.

Programming Python, Java, ARM Assembly, C, VHDL, HTML, LaTeX

**Software** Altera Quartus, ModelSim, OrCAD PSPICE, Xilinx ISE

Hardware Oscilloscope, Digital Multimeter

Languages Fluent in English, Bengali, French and Hindi

## Extracurricular Activity \_

## **Audio Engineering Society (AES)**

Rochester, New York

VICE PRESIDENT; PRESIDENT

Aug. 2017 - May 2018; Aug. 2018 - Dec. 2018

- · Held weekly meetings to discuss, implement, and experiment on audio engineering techniques, track analysis, speaker setups, and Digital Audio Work-
- Taught other piano players how to do simple improvisation and capture sound from an acoustic piano.

Volunteer: DASTAK

New Delhi, India

Aug. 2015

# Volunteer: CENSOIFF: ONG Centre Solidarité

Abidjan, Ivory Coast

TEACHER

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- Taught the English language to a group of 16 children, aged 7-15, whose mother tongue is French.
- The work attracted a lot of attention and an article was published in a local newspaper.

• Taught the English language to girls who were in grade 10 whose mother tongue is Hindi.

Aug. 2013