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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
- 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.

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

Aug. 2018 - Dec. 2018

GRADER FOR THE COMPUTER ENGINEERING DEPARTMENT AT RIT

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

- 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)

VICE PRESIDENT; PRESIDENT

Rochester, New York

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.

The Reading Room (Indie Record Label)

Rochester, New York Apr. 2017 - Present

• Composed and played piano on some tracks released under the label.

• Produced and released a track that has currently +60k plays on SoundCloud.

Volunteer: DASTAK

New Delhi, India

TEACHER

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

Volunteer: CENSOIFF: ONG Centre Solidarité

Abidjan, Ivory Coast

- 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.

Aug. 2013

Aug. 2015