Andrei Biswas

MUSICALLY ENTHUSED COMPUTER ENGINEER

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Career Objective

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

Education

Rochester Institute of Technology   *Rochester, New York*

BS in Computer Engineering (Honors Program) | ***Cum. GPA:*** *3.65/4.00* | ***C.E. GPA:*** *4.00/4.00*   *Aug. 2016 - May 2021*

- **Awards:** *RIT Founders Scholarship for International Students; Dean's List (Fall 2016, Spring & Fall 2017, Spring 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 w/ Lab*
  - *Digital System Design II w/ Lab*
  - *Assembly Language Prog. w/ Lab*
  - *Circuits I w/ Lab*
  - *Computer Science I*
  - *Computer Science II*

The Governor's Academy   *Byfield, Massachussetts*

High School Diploma   *Sept. 2012 - June 2016*

Experience

Analyzing Audio Signals for Machining Monitoring with Support Vector Machine   *Rochester, New York*

Undergraduate Research Assistant at RIT   *May 2017 - August 2018*

- Developed an online monitoring system with a partner that takes sounds produced by different machining proces bvses 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   *August 2018 - Present*

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

Projects & Labs

- Worked in a 5-person team to develop a WebCheckers website respecting Agile methodology using Spark with Java, HTML, and JavaScript.

- Created an application using Python that can sync 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 an AI in Java for a pathbuilding game that could compete against humans as well as other AIs.

- Created a website using HTML, CSS and JavaScript for my professor where he can post about various events regarding gear research.

Skills

Programming	Python, Java, ARM Assembly, C, VHDL, HTML, Flask with Python, Spark with Java, LaTeX
Software	Altera Quartus, ModelSim, OrCAD PSPICE
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 - Present*

- Held weekly meetings to discuss audio engineering techniques and track breakdowns.
- Gained proficiency on recording techniques and on Digital Audio Workstations.
- Taught other piano players how to do simple improvisation.

The Reading Room (Indie Record Label)   *Rochester, New York*

Artist   *Apr. 2017 - Present*

- Composed and played piano on some tracks released under the label.
- Produced and released a track that has currently +59k plays on SoundCloud.

***Volunteer:* DASTAK**   *New Delhi, India*

Teacher   *Aug. 2015*

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

***Volunteer:* CENSOIFF: ONG Centre Solidarité**   *Abidjan, Ivory Coast*

Teacher   *Aug. 2013*

- 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.