

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. | - Probability and Statistics | - Assembly Language Prog. w/ Lab |
| - Differential Equations | - Intro. to C.E. w/ Lab | - Circuits I w/ Lab |
| - Discrete Math for Computing | - Digital System Design I w/ Lab | - Computer Science I |
| - Linear Algebra | - Digital System Design II w/ Lab | - Computer Science II |

The Governor's Academy

Byfield, Massachusetts

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 a real-time monitoring system with a partner that 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

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.