

Dibyendu Mondal

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| EDUCATION | Georgia Institute of Technology , Atlanta, GA <i>Master of Science</i> , Computer Science Indian Institute of Technology Bombay , Mumbai, India <i>Bachelor of Technology(Honors)</i> , Computer Science and Engineering | Expected May 2019 August 2017 |
| PUBLICATIONS | Raksha Sharma, Dibyendu Mondal , Pushpak Bhattacharyya <i>A Comparison among Significance Tests and Other Feature Selection Methods for Sentiment Analysis: A First Study</i> , CICLING, Budapest, Hungary, 2017 Raksha Sharma, Dibyendu Mondal , Pushpak Bhattacharyya <i>Statistical Significance Tests and Its Impacts in Sentiment Analysis</i> , Accepted Tutorial in 13 th International Conference on Natural Language Processing, India, 2016 | |
| RESEARCH | Undergraduate Thesis: Reconstruction from multiple Depth Sensors <i>Siddhartha Chaudhuri, IIT Bombay</i> Designed a system that scans a human body using low-cost commodity Depth Sensors. Robustly reconstructed a synthetic mesh of a person using these partial, noisy scans. Study of Significance Tests as Feature Selection Method for SA <i>Pushpak Bhattacharyya, IIT Bombay</i> | Autumn'17 2016 |
| EXPERIENCE | Optimal NW Scheduling Strategies for Dense DSDS Deployment Scenarios <i>Pradeep Dwarakanath, Samsung Bangalore</i> Studied the behavior of secondary SIM in case of switching from one SIM to another in Dual SIM phones. Used various probabilistic models to learn and predict the behavior of the secondary SIM. Employed smart scheduling strategies at network to minimize the loss of "On Air" resources. Tested the code with multiple configurations and showed improvement in resource utilization at NW. Undergraduate Teaching Assistant <i>Sharat Chandran & Sunita Sarawagi</i> | Summer 2016 IIT Bombay Summer 2016 |
| PROJECTS | Procedural Modeling of Cities : Created a parser for a grammar of a city and parsed it to create a syntax tree. Iterated over the faces of a manually generated road network and called a render function at each leaf node. Probabilistically generated different types of buildings like schools, offices, residential homes etc. Coded it in C++ using graphics libraries like OpenGL and GLUT. Object Tracking using Mean-Shift : Designed a system for real-time tracking of non-rigid objects from a moving camera using Mean Shift. Used Bhattacharyya Coefficient based metric for better target localization. Droids in RenderMan : Designed a humanoid and a non-humanoid (BB-8) bot, inspired from the Star Wars movies. Used multiple point lights which acted as an area light and generated soft shadows. Used indirect illumination for Color Bleeding and Photon Mapping for Caustics. Coded it in RSL and rendered in RenderMan. Music Classification based on Genre : Developed a Music Genre Classifier using Feedforward Neural Network. Tested the classifier on various kinds of inputs for classifying them into pop, classical, metal, rock etc. Studied different parameters like total error, sensitivity and specificity and achieved > 80% accuracy. Coded it in Python using libraries like Pybrain and Neurolab. | |
| TECHNICAL SKILLS | Languages : C/C++, Python, Bash, Processing, Java, SWI-Prolog Web Development : HTML5, SQL, Django, Bootstrap, CSS, JS, jQuery, Flask Data Analysis : PyBrain, NumPy, MATLAB, Torch Others : OpenGL, Unity3D, Qt, PRMan, L ^A T _E X, Git, Gnuplot, Eclipse | |
| INTERESTS | Computer Graphics, Computer Vision, Video Game Design | |
| AWARDS | Undergraduate Research Award from IIT Bombay (2016) TA of the month Award from IIT Bombay (2016) | |
| LEADERSHIP | Represented CSE class of 2017 in Department UG Council and other Intra Dept. Events Co-organized various Hackathons by Microsoft , Facebook and Web and Coding Club | |