DEBJANI BANERJEE

dbjnbnrj@gmail.com ⋄ http://dbjnbnrj.github.io/

EDUCATION

University of California, Santa Barbara September 2014 - December 2015

- M.S. in Computer Science & Engineering
- GPA: 3.98 / 4.0

P.E.S.I.T, Bangalore September 2008 - May 2012

- B.E. in Information Science
- GPA: 9.0 / 10.0

SKILLS

Programming Languages	Javascript, CSS3, HTML5, Python, Java, SQL
Frameworks	Backbone.js, Bootstrap, React, AngularJS, Node.js
Interests	Front-end development, Full-stack Engineering Competitive Programming

WORK EXPERIENCE

Stubhub February 2016 - current
Software Engineer *San Francisco, CA*

- As a front-end developer on the Stubhub Catalog Team, I have worked on implementing internal tools for managing company data. This includes developing components for autocomplete, validation and SEO related data. I have worked on development of modular UI libraries and components that can be shared across internal applications.
- Tech Stack : Bootstrap, Backbone, Karma, jQuery, RESTful API

Stubhub June 2015 - September 2015
Software Engineer Intern *San Francisco, CA*

- Designed and co-developed the official StubHub app for Amazon Echo using the Alexa Skills Kit SDK and StubHub Events API with Java EE and Python.
- Demoed the app in a booth at the APPNATION Internet of Things Summit in San Jose, 6/21/15.

Amazon November 2013 - August 2014
Software Development Engineer in Test *Bangalore, India*

- Worked in the Amazon India Payments team where my responsibilities included Test Framework and Automation generation for COD-NEFT, EMI and India Gift Cards
- Automated the build process from Development Stage to Production

Microsoft June 2012 - September 2013
Software Development Engineer in Test *Bangalore, India*

- Automated middle-tier and user-interface application tests. Wrote functional and scenario-based test automation for the same.
- Measured and analyzed performance metrics. Developed proficiency in testing using Web/Load tests, Stress tests and tools like Netmon, Perfmon and XPerf.

RESEARCH/PROJECTS

UCSB Petzold Lab September 2014 - Present
Graduate Student Researcher *Santa Barbara, CA*

- StochSS is an IDE for discrete stochastic simulations.
- My contribution to the project involves creating models that represent chemical/biological processes and reactions using Backbone.js, WebGL and three.js
- Source :`https://github.com/StochSS/stochss`
- Publication: Drawert, Brian, et al. "Stochastic Simulation Service: Bridging the Gap between the Computational Expert and the Biologist." PLOS Computational Biology 12.12 (2016): e1005220. `http://journals.plos.org/ploscompbiol/article?id=10.1371/journal.pcbi.1005220`

Chess AI Grad Project

- By training a convolutional neural networks to recognize chess patterns, I was able to build a chess engine that showed 33 % accuracy for classifying chess moves.
- Source : `https://github.com/dbjnbnrj/chessgame`

Ramsey Counterexample Generation Grad Project

- Using machines from multiple cloud providers and high throughput systems like HTCondor and Xsede, we try to solve the complex theoretical problem of generating counter examples for Ramsey Graphs of size 7.
- Source : `https://github.com/dbjnbnrj/ramsey_search`

Paxos Based Banking Application Grad Project

- Implementation of a replicated bank application using Paxos protocol based on Paxos Algorithm
- Source :`https://github.com/dbjnbnrj/KKDPaxos`

File System in Userspace Grad Project

- Using the Fuse library I was able to emulate a Linux based file system with buffer caching capabilities.
- Source :`https://bitbucket.org/maccheroni/phase3/`