

ANINDYA DUTTA

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EDUCATION

University of Southern California (USC), Los Angeles, CA
Master of Science Computer Science May 2018
Courses: Algorithms, Artificial Intelligence Databases, GPA – 3.83
Web technologies, Machine Learning.

Manipal Institute of Technology, India May 2014
BE Computer Science and Engineering GPA – 3.85
Courses: Software Engineering, Data Structures, Data Mining.

EXPERIENCE

Easley-Dunn Productions, Los Angeles, California May – July 2017
Game Programmer

- Developed the UI for Wild Style Basketball – a street basketball game for smartphones in Unity 5.5.2 in C#.
- Responsible for maintenance of code and transfer of data from UI screens to the AI algorithms.

Samsung R&D, Noida, India Jan 2014 – Jun 2016

Software Development Engineer, Framework R&D

- Fixed 349 issues in Android Lollipop and Marshmallow in System UI.
- Developed ‘Smart Notifier’ – a feature that groups notifications on categories. Filed for patent.
- Worked closely with headquarters at Suwon in developing the notification panel for Galaxy S7.

Software Development Intern, Framework R&D

- Developed ‘Buddy Finder’ – an app to update user locations to trusted people.
- Implemented a batch script to segregate product features of different vendors.
- Gained expertise in status bar and network controller modules.

PROJECTS

Facebook App and Website March – April 2017
Developed a responsive website and an Android app to query the Facebook Graph API.
Technologies: Android, Retrofit and Picasso. AngularJS, Bootstrap, PHP, Amazon AWS, HTML5, CSS3, and JavaScript.

Neural nets and TensorFlow April 2017
Computed inputs of Iris Dataset to produce classifications of a neural network in TensorFlow.

Hadoop and Apache Pig March 2017

- Implemented letter count in parallel using MapReduce.
- Given a NoSQL database of students and ice-cream flavors, developed a program to find the most-liked flavor by students belonging to a given age-group.

Cancer Android App March 2017
Android app using Firebase Messaging API which can serve as a social platform for cancer-afflicted patients to discuss their problems. Created at a Hackathon ‘Hack for Health’ at USC.

Zappos Android App February 2017
An Android app using Retrofit, GSON and Picasso to query the Zappos REST API and display results using Data Binding.

Artificial Intelligence Projects: Sep – Nov 2016

- Alpha-beta pruning and adversarial game search to find next best move for computer given a certain lookahead.
- Inference engine using resolution algorithm for first-order logic.
- Search algorithms (uniform-cost search and A*) to find shortest routes given traffic input and heuristic data.

LEADERSHIP EXPERIENCE

Department of Psychology, USC May 2017 - present
Senior Development Manager

Lead developer for an Android and web app to measure cognitive tests for ‘Project Talent’ by American Institutes for Research.

Department of Computer Science, USC May – Jun 2017
Teaching Assistant for CS 585: Database Systems

Responsible for creating assignments and exams for the course, and holding office hours to help students with the course.