Gautam Bhat

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Education

M.S. | BOSTON UNIVERSITY, GRADUATE SCHOOL OF ARTS AND SCIENCES | MAY 2017 | BOSTON, MA

Major: Computer Science, GPA: 3.8/4.0
Relevant Courses: *Advanced Algorithms, Databases Systems, Software Engineering, Machine Learning, Distributed Systems, Image and Video Computing, Computer Networks, Data Analytics: Theory and Applications*

B.Tech. | SHIV NADAR UNIVERSITY, SCHOOL OF ENGINEERING | JUNE 2015 | INDIA

Major: Computer Science and Engineering, GPA: 7.4/10
Undergraduate Thesis: *Detecting and Analyzing Communities in Social Network Graphs for Targeted Marketing* (Social Network Analysis)

Skills & Abilities

- Proficient in: Java, PHP, Javascript, HTML, CSS, MySQL, Git, MATLAB
- Familiar with: Python, C, C++, OpenCV, Scikit-learn, PostgreSQL, Go, JUnit, React, MongoDB, Agile Development

Experience

TEACHING ASSISTANT | DEPARTMENT OF COMPUTER SCIENCE, BOSTON UNIVERSITY | MAY 2016 - PRESENT

- Worked as teaching assistant and grader for three courses, including Machine Learning.
- Instructed two lab sections over the summer, and three in the fall, by preparing lab material and code, leading discussions, and holding office hours to help students understand concepts outside of class.

SOFTWARE DEVELOPER (INTERN) | COLOREDCOW CONSULTING, GURGAON, INDIA | MAY 2014 – OCTOBER 2014

- Worked in the back-end development of an event-hosting portal for chefs, using Laravel framework for PHP.

SUMMER INTERN | NCR CORPORATION, GURGAON, INDIA | MAY 2013 – JULY 2013

- Created a skills repository web application and integrated it with LinkedIn APIs.
- Application served as an 'expert locator' for employees in the corporation.

Relevant Projects

- **Face Expression Analysis During Student Learning:** Utilized Affectiva to visually monitor students, and devised a more accurate emotion classification model from the collected data using neural networks and logistic regression. (C++, Python, Scikit-learn)
- **NN-based Poker Bot:** Implemented a single-hidden layer feedforward neural network for poker hand classification, achieving 94.8% accuracy, and used it to devise a playing strategy against human opponents. (MATLAB)
- **MeetCute – A Modern Dating App:** Working in an agile team to develop a web and mobile-based dating app with machine learning-based profile matching and recommendations. (React, Meteor.js)
- **MapReduce Library for Go**: Built a MapReduce library to implement word count in sequential and distributed modes of operation, and wrote a master program to hand out tasks to workers and handle failures. (Go)
- **Plagiarism Detector:** Wrote a command line program that performs plagiarism detection using N-tuple comparison, allowing for synonyms in the text. (Java)
- **Sparse Autoencoder:** Implemented a sparse autoencoder, and trained it with 8x8 image patches using the L-BFGS optimization algorithm to learn a set of edge detectors from natural images. (MATLAB)
- **Fantasy Football:** Created an interactive fantasy soccer web application for the intra-university soccer league, with 20% of all students registering with the app within 24 hours. (PHP, Javascript, jQuery, MySQL)
- **Web-based Photo Social Sharing App:** Designed, implemented and documented a database system for a web-based photo social sharing application. (PHP, Javascript, MariaDB)