

## Education

M. S. Computer Science, Stony Brook University, New York; GPA: 3.87/4.0 [2019-Dec 20]

- *Computer Vision, Big Data, Distributed Systems, Visualization, Probability and Statistics, Analysis of Algorithms*

B. Tech. Computer Science and Engineering, Indian Institute of Technology, Patna, India; CPI: 8.84/10 [2013-17]

- *Deep Learning, Network Science, Algorithms, Data Structures, Object-oriented Programming, Operating Systems*

## Skills and Technologies

Languages and tools: Java; Python; MySQL; Go; Spark; C; C++; JavaScript; HTML; CSS; RaspberryPi; Arduino; Latex; Linux  
Frameworks: Pyspark; HDFS; Google Cloud; Spring, Hibernate; D3.js; Flask; Django; React Native; PyTorch; Tensorflow; OpenCV

## Work Experience

**SWE Intern - Machine Learning** VisioLab Summer 2020

- Develop object recognition pipeline using One-Shot Learning; Similarity/Metric Learning via DNN [Python; PyTorch]
- Create feature extractor library and docker app for active learning on cloud and batch training.
- Implement APIs to deploy models to iOS client and onboard data from client. [GCP Storage, Python, CoreML]

**Engineer I** Samsung R&D 2017-2019

- OPERATING TIME PERFORMANCE for Samsung VD:- develop toolkit to analyze OS performances, reducing work load from weeks to days, using deep learning and Computer Vision [Python (Tensorflow, OpenCV)]
- PRODUCT INTELLIGENCE:- maintain video search API; generate statistics and analytics influencing proactive product decisions; monitoring timelines of various products via Machine Learning models. [Java-Spring-SOLR, Python(lightgbm, sklearn), Splunk]
- Setup of MEMORY and PERFORMANCE TASK FORCE for profiling Tizen OS ensuring stable software. [C++, Python, Jenkins]

**Research Internship** Nanyang Technological University, Singapore Summer 2016

- Collected and processed EEG responses [using EMOTIV Epoc headset] on audio and visual stimuli.[C#, MATLAB]
- Implemented the authentication system, achieving 80% accuracy. Published at IECBES 2016. <https://bit.ly/2m2WKII>

- **Graduate Teaching Assistant**, Data Structures (CSE214), Benevolent Computing (ISE339), **Stony Brook University**, NY, US

- **Research Internship**, CNeRG lab, under Prof Niloy Ganguly, **IIT Kharagpur**, India [Summer 2015]

## Conference Publications

- Online Electroencephalogram (EEG) based biometric authentication using visual and audio stimuli, IECBES 2016
- Road Congestion Sensing via Crowdsourcing and MapReduce, IPSN 2015. <https://bit.ly/2kQQP9B>

## Projects

**Mining School Surveys for Quality Education (2020)** PySpark; HDFS; Tensorflow

- Conducted Multi-Hypothesis test, to find significance of feedback information (20 GB survey data)
- Found clusters of area codes based on feedbacks via **Locality Sensitive Hashing** using Spark+HDFS. Train models on feedbacks.
- Cross nation area codes belonged to same clusters with Jaccard Similarity of 0.80. <https://bit.ly/3d0CrS9>

**Covid-19 Vizualization (2020)** D3.js; Flask; Bootstrap; jQuery

- Developed a dashboard with Map visualization to show COVID-19 statistics for each country using color-maps. <https://bit.ly/2zlkZJw>
- Used parallel coordinate and radar chart to show trends between health expenses, population density and covid-19 stats.

**Robust UAV Object Tracking (2020 - Present) [Masters Project]** Python; PyTorch

- As a part of Masters project, developing an online tracking algorithm for tracking objects through UAV video sequences.
- Implement template update for online tracker via alignment matching and updateNet for higher accuracies.
- Worked on largest Single Object Tracking Dataset, LaSOT, used as a standard for benchmarking. <https://bit.ly/2S0z6du>

**Sharded Replicated KeyValue Store (2019)** Go

- Implemented a scalable key value store replicated across multiple machines with **RAFT consensus** for fault tolerance.
- The system also used sharding and snapshots for performance. Done as a part of in-course project in **Distributed Systems**.

**Copter QL: The Q-Learning Helicopter Game (2019)** Deep-learning[Tensorflow], Pygame

- Aimed to make agent learn to play copter using a Deep QNetwork (DQN) for learning Q-values for approximate state-action pairs.
- Agent balanced exploration and exploitation using experience replay and update delay, achieving the best strategy to score after 3000 attempts at gameplay. <https://bit.ly/2AK4qqO>

**Chord: Distributed Hash Table (2016)** Java

- Implemented a peer to peer distributed hash table simulator using chord protocol and algorithm.
- Chord adapts efficiently as new keys join, and can read/write in sublinear time efficiently.

## Other Experiences And Achievements

- **Google Kickstart '20 Round B [Rank 430] Hashcode '20 [US Rank 90]; Competition Expert @ Kaggle** [Currently ranked - 3547]
- **Bronze medal** in IoT Innovation at Inter-IIT tech meet (2016). Runner-up in **IEEE ISGD Grand Challenge** December 2016.