Graduate Student
MS in Computer Science
Stony Brook University, NY

# **HARSHIT**

Linkedin: https://bit.ly/2B8UvLT

Contact: +1(631)7108849

hst.kmr@gmail.com
https://harshit13.github.io/

# 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**

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

# **Work Experience**

## Engineer I

#### Samsung R&D | SRI-Delhi

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**: generate statistics and analytics influencing proactive product decisions; monitoring timelines of various products via Machine Learning models. [Python(lightgbm, sklearn), Java-Spring, 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

- Worked at HESL Lab under Prof Vinod Prasad, deployed to propose and verify **authentication using EEG bio metrics**. Collected and preprocessed 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) Fall '19, Benevolent Computing (ISE339) Spring '20, Stony Brook University, New York
- 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

## **Proiects**

## Mining School Surveys for Quality Education (2020)

PySpark; HDFS; Tensorflow

- Conducted Multi-Hypothesis test, to find significance of feedback information from students (20 GB data)
- Found clusters of similar area codes based on feedbacks using LSH on distributed architechture. 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. <a href="https://bit.ly/2zlkzJw">https://bit.ly/2zlkzJw</a>
- Used parallel coordinate and radar chart to show trends between health expenses, population density and covid-19 stats.

# Robust UAV Object Tracking (2020 - Present)

OpenCV, PyTorch

- Working on largest Single Object Tracking Dataset, LaSOT. This new dataset is already being used as a standard for benchmarking. https://bit.ly/2S0z6du
  - As a part of Masters project, to train an online **tracking algorithm** for tracking objects using UAV.

# Sharded Replicated KeyValue Store (2019)

Go

- Implemented a 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 **deep reinforcement learning** techniques. Implemented 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/2m1FWlo

#### **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 ISED Grand Challenge December 2016.
- General Secretary Cultural Affairs, Student Gymkhana, & B. Tech. Senior Year Genearal Secretary, IITP (2016-17)