Anjishnu Mukherjee

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EDUCATION

George Mason University

PhD student • Computer Science — *August 2022 - Present*

Research Interests : Fairness, Interpretability, Multilingual NLP

Indian Institute of Engineering Science and Technology (IIEST), Shibpur

Bachelor of Technology • Computer Science — *July 2017 - June. 2021*

CGPA : 9.63/10 • Department Rank : 1 • Thesis paper (Project Website)

EXPERIENCE

George Mason University

Graduate Teaching Assistant — *August 2022 - Present*

- Delivered lectures for 250+ students across 4 different lab sections.
- Formulated a problem set based on recursion.

Google Summer of Code

Developer • Google People + AI Research — *May 2022 - August 2022*

- Created detailed tutorials for LIT, covering different use-cases and UI walkthroughs.
- Researched user experiences across the topics of Tabular Feature Attribution and Salience Methods for text and images.

Wells Fargo

Program Associate - Data & Analytics — *July 2021 - May 2022*

- Prepared PowerBI dashboards to track adoption metrics for Microsoft Teams for 170,000+ users.
- Created a PowerBI solution for analysing Zoom license usage for 15,000+ users.
- Built a drift management pipeline in python using paramiko and regex to gather and compare configurations.

EndoX

Machine Learning Researcher • Project Website — *April 2020 - June 2021*

- Collaborated with researchers from **University of Toronto** and **Massachusetts General Hospital**.
- Used ResNet variants, Vision Transformers and model compression techniques.
- Obtained 95%+ accuracy for classification tasks on private datasets, improving on previous SOTA score of 80%.
- Published 2 abstract papers, paper 1 & paper 2 in Digestive Disease Week (DDW) 2021.

Google Summer of Code

Student Developer • mlpack — *June 2020 - August 2020*

- Developed features for Computer Vision including layers like Pixel Shuffle, Instance Norm and Spatial Dropout.
- Implemented Multi Label Soft Margin loss and wrote a comprehensive test-suite for other loss functions.
- Maintaining a personal repository for feature demonstrations and a blog for explanations.

University of Bremen

Research Intern • DAAD WISE — *March 2020 - August 2020*

- Formulated a heuristic algorithm for finding Time of Impact for Real-time Continuous Collision Detection.
- Benchmarked and integrated the C++ implementation into the Collision Detection pipeline of the CollDet library.

Udacity

Consultant • Computer Vision ND — *May 2019 - May 2020*

- Explained computer vision fundamentals 1:1 for 100+ students as 1 of 12 mentors worldwide.
- Reviewed 250+ project submissions from students across the world for all course projects.

Omdena

Machine Learning Engineer — *Jan 2020 - March 2020*

- Worked on the Creedix Challenge as part of a team of 45 engineers from 27 countries.
- Scraped data from multiple sources and extracted relevant features for unsupervised learning methods.

SKILLS

Technical skills Python, PyTorch, Numpy, Git, GitHub

Relevant Courses Natural Language Processing, Machine Learning, Data Mining, Compilers, Operating Systems

Research Interests Natural Language Processing, Interpretability, Fairness