

Anjishnu Mukherjee

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EDUCATION

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

BACHELOR OF TECHNOLOGY • COMPUTER SCIENCE

July, 2017 - June, 2021

CGPA : 9.63/10 • Department Rank : 1 • [Thesis paper \(Project Website\)](#)

EXPERIENCE

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.

Jadavpur University

UNDERGRADUATE RESEARCHER

May 2019 - July 2019

- Reviewed literature in the domain of Semantic Image Inpainting.
- Implemented a PyTorch baseline for the paper [Probabilistic Semantic Inpainting with Pixel Constrained CNNs](#).

PROJECTS

Deploying a Sentiment Analysis Model

[GITHUB REPOSITORY](#)

June 2019

- Constructed a recurrent neural network(RNN) to determine the sentiment of a movie review using the IMDB dataset.
- Learnt the usage of Amazon Sagemaker and also how to deploy web apps integrated with Deep Learning models.

Image Captioning

[GITHUB REPOSITORY](#)

March 2019

- Executed transfer learning technique with an auto-encoder architecture.
- Trained on the COCO dataset from Microsoft Inc.(about 4 million images) converging at a loss of nearly 2%.

SKILLS

Technical skills C/C++, Python, PyTorch, Numpy, Git, GitHub

Relevant Courses [Natural Language Processing](#), [Machine Learning](#), [Data Mining](#), [Compilers](#), [Operating Systems](#)

Interests Natural Language Processing, Interpretability, Fairness