# KALPAN MUKHERJEE

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# **EDUCATION**

# New York University, Courant Institue of Mathematical Sciences

Expected May, 2025

Master's in Computer Science — Focus: Computer Vision, Representation Learning

GPA: 3.90

Relevant Courses - Computer Vision, Fundamental Algorithms, Programming Languages

# Nitte Meenakshi Institute of Technology

August, 2021

Bachelor of Technology in Information Science — Focus: Efficient Algorithms

GPA: 3.81 - First Class with Distinction

Relevant Courses - Data Structures & Algorithms, Distributed Systems, Database Systems, SDLC

## **SKILLS**

Research Interests - Computer Vision: World Models, Representation Learning & Deep Reinforcement Learning Technical - Python, C++, Git (Version Control), Databases (MongoDB, SQL, Postgres), Full Stack (MERN) Frameworks - OpenCV, TensorFlow, PyTorch, Keras, Scikit Learn, Numpy, Pandas, Matplotlib, NTLK

## **EXPERIENCE**

Software Development Engineer @ HashedIn (acquired by Deloitte)

March, 2021 - July, 2023 (2.4 years)

Worked for over 2 years on projects including code generation with the GPT-3 beta, and building data processing pipelines, before transitioning into an ML tech lead role working on Computer Vision and Natural Language Processing.

#### SDE-II

- Developed frontend and backend for an automatic camera-angle switching software using signals like **voice levels**, **expression detection**, **natural language processing** for live broadcasting, eliminating the need for a production crew.
- Led a team of 15 engineers, for development of a scalable Sports as a Service platform, enabling customers to setup broadcasting capabilities with the click of a button.
- Implemented and fine tuned multiple instances of  $\mathbf{YOLOv5-8}$  for enhanced real time object detection and classification, improving sports scene recognition for better broadcast context and viewer experience.

#### SDE-I

- Worked extensively with OpenAI to contribute to **GPT-3** API by flagging multiple corner cases in springboot microservices and angular code generation capabilities leading to the development of <u>Codex</u>.
- $\ Developed \ APIs \ using \ \textbf{Python}, \ \textbf{FastAPI} \ \textbf{and} \ \textbf{SQL} \ for \ a \ legal \ document \ data \ ingestion \ pipeline \ for \ Federal \ Trade \ Commission.$

# APPLIED RESEARCH

Research Assistant @ Centre for Robotics Research, NMIT

October, 2018 - May, 2020 (1.6 years)

- Developed activity detection models for intruder alerts in C++ using auto-thresholding algorithms by comparing effectiveness of Video Shot Detection in bright v/s poorly lit environments using image texture features like LAWs, GLCM and TS.
- Used **clustering techniques** to produce summaries of long border surveillance videos, extending the same to implement efficient activity detection on **lower end hardware** combating processing power constraints.

## **PROJECTS**

## Image Generation & Reconstruction via traditional and variational autoencoders - under Rob Fergus

PyTorch — Github — Paper

2023

Tested multiple architectures for both traditional and variational autoencoders for the tasks for image reconstruction from a lower dimensional latent representation and image generation from randomly generation latent vectors.

ShowMeDaWae - Adding road condition data (potholes etc.) to Google Maps - Hackathon Winners

TensorFlow with Keras, Google Maps API, React-Native — Github — Youtube

March, 2020

Assisted drivers to navigate bad road conditions (potholes) while driving on Indian roads, by training a model classifying roads using Google Maps API to detect road conditions through **accelerometer & gyroscope** sensor data from a user's phone.

# AI in HR - Shortlist applicants for a job posting with Similarity matching - Undergrad Capstone Project

NLP, Word-Embeddings, Vectorisation, Cosine-Similarity, React-Native

2019

Created a privacy preserving text-comparision model for shortlisting from 1000s of applications. After identifying bias in the initial model, it was rectified by re-weighting and re-sampling techniques.

## TEACHING EXPERIENCE

Published freely available <u>Medium articles</u> and <u>Youtube videos</u> ranging from **data science to competitive coding**.