Kunal Chandan

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Honours Computer Engineering Candidate linkedin.com/in/kunal-chandan

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LANGUAGES

- C++
- Rust
 - Piston
 - nalgebra
- Python
 - Pandas
 - Numpy
 - Scipy
 - TensorFlow
 - OpenCV
 - Selenium
- Shell
- Java
- MATLAB
- SQL
- VHDL
- RISC-V
- LaTeX & XeLaTeX

SKILLS

- Data Processing
- Data Pipelining
- Linux
- Git
- Altium

CLUBS

Eng. Ambassador Dept. Lead Engineering Society Rep. Former Waterloop Embedded Member

EDUCATION

UNIVERSITY OF WATERLOO

B.ASc Computer Engineering Candidate

INTERESTS

- Biology
- Working-out
- Juggling

SUMMARY OF QUALIFICATIONS

- Strong data engineering experience from **leading** projects at MappedIn and OICR
- Excellent data pipeline experience in Python, SQL, Shell at MappedIn & OICR
- Good ML architecting experience; reduced inference and training costs at MappedIn
- Memory constrained algorithm experience from ray tracer and fluid dynamics solver
- Understanding of VHDL and RISC-V from coursework involving state machines, testbenches, entities, and GPIO

EXPERIENCE

MACHINE LEARNING DEVELOPER | MAPPEDIN

Sept 2019 - Dec 2019 | Waterloo, ON

- Designed data pipelines for cleaning and analysis, integrating new SQL data warehouse
- Created Embeddings + SVM + Random Forest ensemble models to replace existing LSTM models reducing inference costs 2X while maintaining prediction accuracy
- Increased prediction accuracy from 40% to 80% on existing LSTM models with feature engineering, hyperparameter optimization, and automated data cleaning (Python + SQL)

BIOINFORMATICIAN | ONTARIO INSTITUTE FOR CANCER RESEARCH

Jan 2019 - April 2019 | Toronto, ON

- Designed genomics pipelines for visualization, cleaning, and analysis; interfacing with existing **R**, **Perl**, and **Shell** pipelines
- Project lead of new statistical analysis tool for all future studies at OICR
- Wrote future-proof and extensible code to process big datasets (Pandas + Shell)
- Project open-sourced and version controlled with Git; created extensive documentation

RESEARCH INTERN | ELDER LAB. YORK UNIVERSITY

June 2017 - June 2018 | Toronto, ON

- Analyzed human response to visual stimulus with MATLAB & PsychToolbox with 2 novel experiments; research conducted under guidance of Post-Doc
- Designed data collection methods using Amazon M. Turk guided by PhD candidate
- Conducted data augmentation, visualization, interpretation using Python, OpenCV, and MatPlotLib for experimental data pertaining to object recognition

PROJECTS

RAY TRACING ENGINE

- Implemented 3D recursive ray tracing engine for arbitrary materials and shapes in Rust
- Used traits and modular programming to create extensible scene-object interface
- Used nalgebra for arbitrary camera and object rotations and positions
- Parallel processing of ray-tracing using rayon yielding 2X performance speed-up

PHYSICS ENGINE

- Implemented Kinematics & Electrodynamics written with Allegro5 & C++
- Implemented Quadtrees for increased performance from reduced collision checks and fewer negligible force calculations by **pruning** quad-**tree**

OTHERS

- 2D Lattice-Boltzmann fluid dynamics solver written in **Rust** using **Piston**
- WaterlooWorks and OscarPlus (McMaster) job crawler written with **Selenium**
- Webcrawler for scraping comics from KissComics, circumvented Google Captcha