

Abhijith Mundanad Narayanan

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EDUCATION

PhD: Electrical Engineering

ML and AI: regression, feature-based and DNNs in (biomedical) signal processing.

KU Leuven, Belgium

Dec. 2016 – Sep. 2021

Master of Engineering in Signal Processing

Specialization in audio data processing, speech data processing and classification.

Indian Institute of Science, Bengaluru

Aug. 2012 – Jul. 2014

B.Tech in Electronics and Communication Engineering

Specialization in electronics and communication.

University of Kerala

Aug. 2005 – Jul. 2009

EXPERIENCE

Data Scientist

Toqua

Feb, 2023 – Present (2+ years)

Gent, Belgium

- Ownership of ship-kernels: from data ingestion, exploration, modeling, validation to deployment of ship performance models.
- Data quality monitoring of ship sensor data: Laid the foundations of a data health monitoring framework.
- Developing and maintaining data ingestion pipelines from various data collection APIs.
- Skills: python, Microsoft Azure, MLOps using mlflow and Azure ML pipelines

Data Scientist

Indigo Diabetes

Oct. 2021 – Dec. 2022 (1 year)

Zwijnaarde, Gent, Belgium

- Developers of the world's first implantable Continuous Metabolite Measurement (CMM) sensor.
- From sensor data to glucose models: Built end-to-end data pipelines from raw sensor data to glucose prediction models for Indigo's first CMM sensor. Skills: python, MATLAB
- Making sense of sensor data: Used mathematical models and interactive visualizations to investigate and demonstrate fundamental features, patterns, and issues in collected sensor data. Tools: Python, Bokeh, Dash (Plotly), MATLAB.

Information Technology Support Specialist

Southwestern University

Sep. 2018 – Present

Georgetown, TX

- Communicate with managers to set up campus computers used on campus
- Assess and troubleshoot computer problems brought by students, faculty and staff
- Maintain upkeep of computers, classroom equipment, and 200 printers across campus

Artificial Intelligence Research Assistant

Southwestern University

May 2019 – July 2019

Georgetown, TX

- Explored methods to generate video game dungeons based off of *The Legend of Zelda*
- Developed a game in Java to test the generated dungeons
- Contributed 50K+ lines of code to an established codebase via Git
- Conducted a human subject study to determine which video game dungeon generation technique is enjoyable
- Wrote an 8-page paper and gave multiple presentations on-campus
- Presented virtually to the World Conference on Computational Intelligence

PROJECTS

Gitlytics | *Python, Flask, React, PostgreSQL, Docker*

June 2020 – Present

- Developed a full-stack web application using with Flask serving a REST API with React as the frontend
- Implemented GitHub OAuth to get data from user's repositories
- Visualized GitHub data to show collaboration
- Used Celery and Redis for asynchronous tasks

Simple Paintball | *Spigot API, Java, Maven, TravisCI, Git*

May 2018 – May 2020

- Developed a Minecraft server plugin to entertain kids during free time for a previous job
- Published plugin to websites gaining 2K+ downloads and an average 4.5/5-star review
- Implemented continuous delivery using TravisCI to build the plugin upon new a release
- Collaborated with Minecraft server administrators to suggest features and get feedback about the plugin

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL (Postgres), JavaScript, HTML/CSS, R

Frameworks: React, Node.js, Flask, JUnit, WordPress, Material-UI, FastAPI

Developer Tools: Git, Docker, TravisCI, Google Cloud Platform, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse

Libraries: pandas, NumPy, Matplotlib