Adamay Mann

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Education

New York University

Expected 2026

Master of Science in Computer Science

Brooklyn, NY

• Relevant Coursework: Computer Vision, Artificial Intelligence, Web Search Engines, Design and Analysis of Algorithms, **Human Computer Interaction**

Thapar Institute of Engineering and Technology

2020 - 2024

Bachelor of Engineering in Computer Science and Engineering

Patiala, India

• GPA: 8.52/10.0

- Relevant Coursework: Operating Systems, Software Engineering, Object Oriented Programming, Machine Learning, Computer Networks, Database Management Systems, Conversational AI
- General Secretary at Microsoft Learn Student Chapter

Work Experience

Verizon Feb. 2024 - Jul. 2024

Student Software Engineer Intern

- Implemented unit tests using Spring frameworks (Log4J, JUnit, Mockito), achieving 90% code coverage, designing parameterized and mock-based test cases for edge cases and integration paths.
- Engineered dynamic, state-managed digital interfaces using the MERN stack, leveraging React hooks and server-side rendering to enhance UI responsiveness, increasing user engagement by 20%.
- Automated testing processes by integrating Selenium and PyTest scripts into Jenkins-based CI/CD pipelines, reducing manual intervention by 30% and deployment time by 20%.
- Optimized PostgreSQL database queries and memory caching strategies (Redis) in collaboration with cross-functional teams, enhancing API response time by 15%.

Indian Institute of Technology, Ropar

Jun. 2023 - July 2023

Research Intern

- Developed a Transformer-Siamese network-based Behavioral Encoder to generate facial reactions in dyadic interactions, leveraging attention mechanisms, achieving 3rd place in ACM'23 REACT challenge.
- Conducted experiments on multi-modal datasets, integrating Transformer-based architectures and facial Affect Embeddings, improving real-time interaction modeling by 12%.

Samsung Prism Program

Dec. 2022 - May 2023

Research Intern

- Researched multi-modal emotion detection in human conversations, implementing BERT+GRU-based sentiment classifiers, improving accuracy by 12%.
- Built self-supervised learning models (RoBERTa) for multi-modal sentiment analysis, achieving 88% accuracy, and curated custom datasets for testing and training.

Ikarus 3D Jun. 2022 - Nov. 2022

Software Developer Associate

- Designed high-fidelity UI wireframes and developed interactive web apps using Next.js, Django, Flask, and Remix, improving user workflow efficiency.
- Developed an interactive 3D analytics dashboard using Google's Model Viewer API, React Native, and **Docker**, enhancing data tracking accuracy by 25% for tracking and visualizing point clouds of a 3D objects.
- Enhanced application performance by 20% through optimized state management, caching techniques, and asynchronous data handling, optimizing API response times.

Technical Skills

Programming Languages: Python, Java, C, C++, JavaScript (ES6+), SQL, HTML/CSS

Web & Backend Technologies: React.js, Next.js, Node.js, Express.js, Django, Flask, FastAPI, GraphQL, Spring, Spring Boot, REST APIs

Machine Learning & AI: TensorFlow, PvTorch, Scikit-learn, OpenCV, Hugging Face Transformers

Databases & Big Data: MySQL, PostgreSQL (PL/pgSQL), MongoDB, SQLite, Apache Spark, Hadoop, Redis

Cloud & DevOps: AWS (EC2, S3, Lambda), GCP, Docker, Kubernetes, Terraform, CI/CD (Jenkins, GitHub Actions)

Developer Tools: Git, Babel, ESLint, NPM, Postman

Publications

BEAMER: Behavioral Encoder to Generate Multiple Appropriate Facial Reactions