

"I am a self-taught Data Professional and a lifelong learner who is eager about translating my 15 plus years of passion for AI to solve contemporary challenges."

Skills Summary:

- **Technical Leadership** – Guiding a team of technologists and stakeholders to deliver business objectives within time and budget.
- **Business Intelligence** – Condensing operational data into dashboards/visualizations to enable effective business decision-making at a glance. Understanding business requirements and translating it into action items for the development team.
- **Data Engineering and Warehousing** – Automated extraction of data from OLTP databases and organizing and storage in modern OLAP databases in denormalized form for data analysis and predictive analytics.
- **Machine Learning (Shallow Learning, Deep Learning, Feature Engineering)** – Enriching data to extract signal from OLAP databases using automated and manual feature engineering and creating predictive models.
- **Cloud Computing** – Utilizing the suite of Google Cloud Compute offerings for Data Science DevOps.
- **Statistics (Bayesian and Frequentist – A/B Tests, Statistical Modeling)** – Using traditional non-deep statistical models for A/B testing and change-point detection to measure if a business decision was effective.
- **Coaching** – Making complex topics simple for the learner to enable practical application of skills.
- **Remote Working** – Effectively using the tools and methodologies of distributed development to manage remote teams.

Tools and Technologies: (skill ratings out of 10)

- **Business Intelligence and Visualization** : Tableau(7), Matplotlib(7), Seaborn(7), Plotly(7), Bokeh(7), Superset(1)
- **Data Engineering** : Cloud SQL(7), Spanner(5), BigTable(5), BigQuery(9), Dataflow (Apache Beam)(7), PubSub(6), Cloud Functions(6), DataProc (Hadoop/Spark)(5), DataPrep(7), Composer (Apache Airflow)(6), Firestore(5), Data Fusion(8), Docker(7), Kubernetes(7), Regex(6)
- **Machine Learning** : H2O.ai(9), AutoML(9), Driverless AI(7), Scikit-Learn(7), Tensorflow 2(6), Featuretools(6)
- **Cloud Computing** : Google Cloud Platform (GCP)(8)
- **Data Analytics** : KNIME Analytic(8), Pandas(8), Koalas(8), Dask(8), Datalab/Jupyter(9), Anaconda(9), Numpy(8)
- **Statistics (Bayesian and Frequentist)** : PyMC3(7), scipy.stats(7), Statsmodels(7)
- **Blockchain** : Hyperledger Fabric (1)
- **Languages** : Python(8), C#(7)

Professional Experience :

Mages Studio Pte. Ltd. Northcap University

Data Science Consultant (September 2017 – Present)

- Data Science consultancy
- Industry relevant Data Science 4 year curriculum design and development

Mages Institute of Excellence Pte. Singapore

(Visiting) Principal Lecturer, Gaming (August 2016 – August 2017)

- Trained game programmers in C#, engine design and development, Unity3D, AI, Gameplay Programming, virtual and augmented reality
- Trained senior professors from NUS and other reputable institutions in Singapore

Mages Institute of Excellence Pte. Ltd. Singapore

Consultant (April 2016 – July 2016)

- Consulted and developed on numerous serious game projects

NZTechnologies Pvt. Ltd.

Consulting Director of Development (August 2013 – December 2015)

- **MANAGEMENT** : Design and deployed Project Management pipeline, development processes, team appraisal system, training system and productivity processes to increase team efficiency and accountability. Created and maintaining the company wiki.
- **Technical Direction** : Successfully developed and delivered 15 profitable projects

LeewayHertz Pvt. Ltd.

Game Technology Lead(September 2012 – August 2013)

- Laser Pegs: Developed 3 versions of Lego-like modeler for kids (CAD for KIDS) in Unity for an American client. The App is available for iPad and Android Tablets. http://www.youtube.com/watch?v=jleFZQgsg_g
- Participated in the development of the core gameplay, AI and product design and experience
- Trained in-house Unity3D developers

MicroObjects Pvt. Ltd.

Game Director (January 2012 – August 2012)

- Lead a team of programmers and artists to ship 2 mobile games - Fastline Tractor (Racing) and TrexHunt (FPS)

Kode Infotainment Pvt. Ltd.

CTO, Director, Co-founder (April 2007 – October 2011)

- Trained game programmers currently employed in-house, and in national and international organizations in C++, engine design and creation, DirectX, AI, Gameplay Programming et. al.
- Conceptualized, designed, managed and produced a PC casual game title – Robosoccer

Sage Infolabs Pvt. Ltd.

CTO, Director, Co-founder (April 2006 – March 2007)

- Started India's first game programming school
- Trained game programmers in C++, engine design and creation, DirectX, AI, Gameplay Programming et. al. Successfully placed in industry

Others

- Paprikas Animation Studios (now Technicolor), Team Leader, Renderman Shader Programmer, July 2004 - January 2006
- Vbeing Software Pvt. Ltd., Senior Game Programmer, December 2003 - July 2004
- Moving Picture Company India Pvt. Ltd., Technical Artist, January 2003 - September 2003

Miscellaneous Freelancing

March 2001 – July 2002

- Xion Solutions (March 2001, 3D developer)
- Digital Talkies (November 2001, media animator)
- Carrot Interactive (July 2002, technical artist)
- Game Force Magazine (November 2001, Technical Author, C++ game programming tutorials)

Personal Details:

Languages: Hindi, English

Nationality: Indian

Hobbies : Playing retro games, Exploring new technologies, Statistics, Options Trading

Educational Qualifications:

The Frank Anthony Public School (ICSE, ISC)

Bachelors in Computer Science

data: (plural, datum) – Sanskrit, Latin - 'To give. To impart