Manuj Chandra

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"I am a self-taught Data Professional and a lifelong learner who is eager about translating my 20 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. Researching solutions to technical problems.
- **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 Platform offerings for Data Science MLOps.
- **Statistics (Bayesian and Frequentist – Statistical Modeling)** – Using traditional non-deep statistical models for small data. For eg. 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), Plotley(7), Bokeh(7), Superset(2)
- **Data Engineering :** Cloud SQL(7), Spanner(5), BigTable(5), BiqQuery(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(7)
- **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 (4)
- **Languages :** Python(8), C#(7)
- **Operating System :** Linux(7), BASH(5), Xonsh(8), Vagrant(7), Btrfs(7)
- **Tools:** Git/Gitflow(6), Visual Studio Code(7), Datalab/Jupyter(8), Streamlit (7)

Professional Experience :

Northcap University   **Data Science Consultant (December 2018 - June 2021)**

- Revamped the Data Science vertical of Northcap University.
- Developed more than 2000 hours of innovative Data Science courseware and also up-skilled their entire Data Science fraternity including PhDs. This work immediately benefited more than 500 students and continues to help more.
- Within two years, the undergraduate program by The NorthCap University was rated *fifth pan India* and to have one of the best pedagogy scores. It also has one of the best graduation outcomes of 96-99% with the average placement rate of 99%. Many trained students have gone to win prestigious Data Science competitions.

Mages Studio Pte. Ltd.   **Emerging Technologies Consultant (September 2017 – November 2018)**

- Hands-on development, mentoring and consulting on the fusion of AI with serious games to develop socially beneficial simulations which help children of special needs for eg. ADHD to live a normal lives.

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 was available for iPad and Android Tablets.
- 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/AI 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 and Probability, Trading

Educational Qualifications:
The Frank Anthony Public School (ICSE, ISC)
Bachelors in Computer Science

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