# Mohit Sharma

#### PERSONAL DATA

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#### EDUCATION

CURRENT | Ph.D. Candidate in Computer Science, University of Minnesota, Minneapolis

Thesis topic: "Preference modeling and accuracy in recommender systems"

Advisor: Prof. George KARYPIS | GPA: 3.9/4.0

2012-2016 | Masters Degree in Computer Science, University of Minnesota, Minneapolis

Coursework: Machine Learning, Data Mining, Artificial Intelligence, Convex Optimization, Bayesian Decision Theory, Matrix Theory, Algorithmic techniques for Big Data, Parallel Computing.

GPA: 3.9/4.0

JUNE 2009 | Bachelor of Engineering in Information Technology,

Delhi College of Engineering, Delhi

GRADE: 76/100

## **WORK EXPERIENCE**

CURRENT	Graduate Research Assistant at University of Minnesota, MN
	Research towards Ph.D. thesis.

JUNE-NOV 2014 Research Intern at SAMSUNG RESEARCH AMERICA, CA

Recommender Systems

Developed large scale recommender sytem for Smart TV using SPARK, HADOOP. Designed

algorithms for item cold-start  ${\ensuremath{\mathsf{Top}}}{-n}$  recommendations.

SUMMER 2013 | Research Intern at Technicolor Labs, Palo Alto, CA

Developed a web-based prototype (Python, MongoDB) to learn users' preferences in rec-

ommender systems using multi-arm bandit algorithms.

JULY 2009 - DEC 2011 | Software Development Engineer at CITRIX R&D INDIA PRIVATE LIMITED,

Bangalore

Worked on development of Citrix Receiver app for Blackberry, Android and HTML5 plat-

forms (Java, Javascript).

JAN 2009 - MAR 2009 | Engineering Intern at HI-TECH ROBOTICS SYSTEMZ LTD, India

Developed a p2p communication api in C++ using NAT traversal techniques for exchang-

ing messages between nodes or bots via internet.

SUMMER 2008 | Engineering Intern at Google India Private Limited, India

DEC 2007 - FEB 2008 Developed a web-based Workflow Management tool hosted internally on *Google AppEngine* ((Python)). Developed initial version of tool using *PHP, MySQL* and *Javascript*.

#### **PUBLICATIONS**

EKNOW, IARIA 2017 Learning from sets of items in recommender systems

BIG DATA NOVATICA 2016 Big Data and Recommender Systems

BIOTECHNOLOGY 2016 Augmenting Chinese hamster genome assembly by identifying regions

of high confidence

SDM 2015 Feature-based factorized Bilinear Similarity Model for Cold-Start Top-n

Item Recommendation

IEEE ICNS 2011 A new approach to Dynamic Network Routing using Omicron Ant

Colony Algorithm

## PROGRAM COMMITTEE / REVIEWER / AWARDS

**Program committee:** International Workshop on Machine Learning Methods for Recommender Systems, SDM (2015, 2017).

Reviewer: ICDM (2015, 2016), WWW (2016), SDM (2017), RecSys (2016), TKDD (2015), DSAA (2015).

Travel awards: SDM 2015.

## **GRADUATE PROJECTS**

Recommender System with Implicit Feedback using Low-Rank Matrix Factorization: Used implicit feedback with low rank matrix factorization technique to improve recommendations in massively multiplayer online games.

Using sparse inverse covariance estimation for Top-n recommender systems: Applied sparse inverse covariance estimation (GLASSO) to learn item-item similarities for Top-n recommendations.

**Matrix completion using crowdsourcing:** Learn missing values in ratings matrix using crowdsourcing and evaluate recommendation results.

**Optimization techniques for routing in dynamic networks:** Implemented Alternating Direction Method of Multipliers (ADMM) to minimize flow costs to obtain the best path in routing.

Comparison of draft assemblies of Chinese Hamster genome and Chinese Hamster Ovary(CHO- K1):

Devised methods of comparing two assemblies as no standard method of comparison is available and found the consensus regions between the two large genome datasets.

### UNDERGRADUATE PROJECT

Routing in Computer Networks using Ant Colony Optimization & Genetic algorithm: Designed and implemented a dynamic routing algorithm on NS2(C++, TCL) using Ant and Genetic algorithms.

## OTHER PROJECTS

**BandBaaja app:** Wrote and released "Band Baaja" a location aware android app to find music events across major Indian cities. Server side written in python and hosted on Google's AppEngine platform.

**Cocktails app:** Wrote and released "Cocktails" app for Blackberry Playbook tablet, Android tablets and iPad using HTML5.

Github: https://github.com/mohit-shrma