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

2016 | Masters Degree in Computer Science, **University of Minnesota**, Minneapolis
GPA: 3.9/4.0

June 2009 | Bachelor of Engineering in Information Technology,
Delhi College of Engineering, Delhi
Grade: 76/100

Work Experience

Current
JAN 2015 | 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 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 *recommender 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* platforms (*Java, Javascript*).

Summer 2008
DEC 2007 - FEB 2008 | Engineering Intern at Google India Private Limited, India
Developed a web-based Workflow Management tool hosted internally on *Google AppEngine* ((Python)). Developed initial version of tool using *PHP, MySQL* and *Javascript*.

Publications

WWW 2017	Learning from sets of items in recommender systems (under-review)
PAKDD 2017	Matrix factorization and item recommendations (under-review)
Big Data Novatica 2016	Big Data and Recommender Systems
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

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.

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 to minimize flow costs to obtain the best path in routing.