Mohit Sharma

PERSONAL DATA

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EDUCATION

CURRENT EXPECTED 12/2017

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 IAN 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. (Machine learning)

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. (Machine Learning)

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).

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