# Mourjo Sen

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## **EXPERIENCE & PROJECTS**

#### **HELPSHIFT** Backend Software Engineer II

October 2015 - present

- Product development in Clojure with focus on **platform-related work** with Elasticsearch, ScyllaDB, MongoDB, Kafka.
- "Subject-matter expert" for **Elasticsearch-related** work at Helpshift.
  - Built a DSL-based search engine using Elasticsearch, while providing helpful autocompletions.
  - Optimizing queries with static analysis to provide 60% faster results and 100% increase in percolation capacity.
- Wrote property-based tests (generative tests) using the **QuickCheck** method to automate test case generation resulting in 80,000 assertions in 1 min.
- "Subject-matter expert" for benchmarking and capacity-planning technologies at Helpshift. Developed a highly concurrent benchmarking framework using Go-like channels and thread pools.
- Part of technical interview panel at Helpshift.

### SPAM DETECTION IN TWITTER with Dr Arnaud Legout, Inria

April 2014 - August 2015

- Analyzing the Twitter graph to find a measure of "trust" based on users' activities and connections on Twitter, to detect spam behaviour.
- Using Twitter **REST APIs** and **Streaming APIs** to collect data.
- Followed with a 6-month internship on this topic funded by Mircosoft Research.

#### **PET PROJECTS**

February 2011 - present

- Edusoc: A web-based social network for education that promotes education by making it a social activity. Developed using PHP and MySQL. github.com/vabh/EduSoc.
- **JChirp**: A **Java wrapper** to access to the Twitter REST and Streaming APIs with authentication. *github.com/vabh/JChirp*.
- **Alienvation**: Developing a GUI game using **Java Swing** in which a player controls spaceships and fights against aliens. *github.com/mourjo/Alienvation*.
- **Reconnect**: A simple Python script to reconnect to a specific internet portal using **Selenium Web Driver**.
- A Gmail webapp to show statistics of a Gmail inbox. github.com/mourjo/gmail-webapp.

#### **OTHER PROJECTS**

July 2012 - January 2015

- **Scheduling virtual machines** in a simulated datacentre to meet the SLA, minimize energy consumption and maximize revenue. Used CloudSim framework.
- Al game engine in Java for the African game Oware.
- CreatureSim: A Java project to simulate an environment with communicating independent agents that move around, form groups, search for interest points and have real-time plugin-based behaviour.
- Three research publications, two of which are **IEEE publications**.

## **EDUCATION**

### **UNIVERSITÉ NICE**

MS in Computer Science 2013 - 2015. Nice. France

- First Year
  - Grade: 15.18/20 (75.9%)
  - Rank: 2<sup>nd</sup>
- Second Year:
  - Specialization in Networking
  - Grade: 15.98/20 (80.1%)
  - · Rank: 1st

#### ST. XAVIER'S COLLEGE

BSc in Computer Science 2010 - 2013, Kolkata, India Grade: 83.6% (Rank 4<sup>th</sup>)

#### MOOCS

2017 - present

- Introduction to Functional Programming in OCaml (Université Paris Diderot)
- Functional Programming Principles in Scala (École Polytechnique Fédérale de Lausanne)

## **AWARDS**

- Spot Award at Helpshift for benchmarking and streamlining of Elasticsearch cluster.
- Laboratory of Excellence (LABEX) scholarship of € 12,500 awarded by Labex UCN@Sophia for first and second year of MS.

## SKILLSET

Clojure • Java • Python • Scala • OCaml • Kafka • Cassandra • ElasticSearch • MongoDB

## **LINKS**

**Q** github.com/mourjo

in linkedin.com/in/mourjosen

**y** twitter.com/mourjo\_sen

**Q** guora.com/Mourjo-Sen

f facebook.com/sen.mourjo