Namit Juneja

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EXPERIENCE

Zeblok, New York City — *Data Scientist*

Software Engineer: May 2018 - September, 2018

• Developed statistical models to analyze GAIT characteristics of a patient such as GAIT velocity, asymmetry, cadence etc.
• Developed machine learning algorithms to accurately determine movement patterns of patients based on foot plantar sensor data.
• Implemented methods to help doctors create digital biomarkers to detect GAIT anomalies such as GAIT freeze etc.

Knowlarity Communications, New Delhi — *Software Engineer*

Software Engineer: July 2017 - May 2018
Software Engineering Intern: December 2016 - June 2017

• Developed real time data aggregation pipelines using Apache Spark to generate useful insights for users.
• Developed a machine learning solution to accurately assign keywords to the text generated by the speech recognition system for better search and indexing capabilities.
• Used machine learning to predict customer usage patterns and use that data to optimize user experience.

Sloopstream, New Delhi— *Co-founder*

June 2017 - Present

• Developed a device for retail stores that uses computer vision and machine learning to analyze behaviour of people in an open space.
• Winner of the Global Demo Day, San Francisco and currently deployed at 30+ stores across New Delhi.

Craft Cloud, New York (remote) — *Computer Vision Intern*

June 2016 - August 2016

• Implemented an image processing algorithm for dominant color detection using MMCQ technique that reduced the overhead of manual sampling of images by more than 75%.
• Built several automation scripts for helping the operations team reduce their entire job on particular set of tasks heavily.

Educatrium Ventures, Shanghai — *Software Engineering Intern*

June 2016 - August 2016

• Developed an end to end adaptive testing platform for chinese students to prepare for SAT examination.
• Designed algorithms that were used to scrutinize every aspect of a student, from their tendency to make mistakes on easy questions, to their reading speed and understanding of specific concepts.
• The platform is currently being used by more than 200,000 students across China.

SKILLS

Programming Languages

Python, R, C, C++, SQL, JavaScript, HTML

Software Packages
OpenCV, Matlab, Tensorflow, NumPy, Pandas, scikit-learn, Caffe, Keras

AWARDS & ACHIEVEMENTS

Chancellor's Special Achiever's Award at VIT University, 2016 & 2017

Grand Prize Winner at AngelHack, Jaipur, 2016

Top 10 / 1300 and 2-Sigma Sponsor Award at PennApps XIII (University of Pennsylvania), 2016

Top 15 / 1200 and Best Data Visualization Award at PennApps XIV (University of Pennsylvania), 2017

Best IoT Hack at HackMIT (Massachusetts Institute of Technology), 2016

International Award for Young People by The Duke of Edinburgh's International Award Foundation, 2016

EDUCATION

VIT University, Vellore — *Bachelor of Technology*

July 2013 - May 2017

Major: Electronics and Communication Engineering
GPA: 8.61

PROJECTS

Human Behaviour Analysis in Physical Spaces — *Undergraduate Research Project*

• The project involved the development of a novel technique to generate useful analytical insights of human behaviour in an open space in an unsupervised manner.
• We used computer vision algorithms to identify humans in a physical space and model their flow patterns and combine it with other data such as age, gender etc to classify their behaviour.

Publication: Namit Juneja, Rajesh Kumar M "Generating Analytic Insights on Human behaviour using Image Processing", International Conference on Intelligent Computing and Control, India, 2017

Stanford Crowd Research — *Research Project*

• Contributing member to a world wide group of researchers led by Michael Bernstein at Stanford University.
• Developed a self governed crowdsourcing marketplace designed to amplify trust in crowd work.
• Proposed and developed algorithms to create an automatic system that generates a predictive hourly rate for workers.

Acknowledged contributor in the following research papers:
• ***"Crowd Guilds: Worker-led Reputation and Feedback on Crowdsourcing Platforms", ACM Conference on Computer-Supported Cooperative Work And Social Computing, USA, 2017***
• ***"Boomerang: Rebounding the Consequences of Reputation Feedback on Crowdsourcing Platforms", User Interface Software and Technology Symposium, Japan, 2016***

Kai — *Summer Research Project*

• Kai is a portable, real time hand gesture recognition system.
• Proposed and developed computer vision and machine learning algorithms to better optimize gesture recognition by learning the movement patterns of different individuals.
• Awarded as the **Best Research Project** under the ***"Summer Research Grant Program"*** at VIT University, 2016

CanSat — *Student Design Competition*

• CanSat is a can shaped mini satellite which simulates a real micro satellite's life cycles and workarounds.
• Developed the ground control software for the satellites.
• The team secured 38th rank internationally at the CanSat Competition at Abilene, Texas.

POSITIONS OF RESPONSIBILITY

Institute of Electronics and Telecommunication Engineers — *Technical Director*
Responsible for all technical aspects of the student chapter which includes mentoring students, holding workshops and seminars etc.
Awarded the Best Technical Chapter, VIT University 2016.

Google Developers Group — *Core Developer*
Developed software utility and productivity tools for college administration and students to help better manage college schedule and coursework.