Narayan Acharya

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Education

- **Stony Brook University** — Stony Brook, NY
  Master of Science in Computer Science, Graduating Dec 2020, GPA: 3.8/4.0 — *Aug 2019 – **Present***
  - Teaching Assistant for undergraduate course - *Programming Abstractions* (Fall '19).
  - Courses: Data Science, Computer Vision, NLP, Algorithms, Big Data, Probability & Stats.
- **University of Mumbai** — Mumbai, India
  Bachelor of Engineering in Information Technology; GPA: 3.9/4.0 — *Aug 2011 – May 2015*
  - Data Structures & Algorithms, Discrete Maths, Software Engineering, Object Oriented Analysis & Design

Professional Experience

- **JP Morgan Chase & Co.** — Mumbai, India
  Associate (Software Engineer) — *May 2017 – Jul 2019*
  - Re-architected server-side services to support web-based UI & streaming real-time data using WebSockets. Improved performance reducing payload sizes (∼70% smaller) & boosted reliability using micro-services.
  - Developed data collection mechanisms to track and compare client portfolio before and after trades, for reporting over REST APIs to compliance teams that helped generate reports instantly instead of EoD.
  - Implemented automated performance testing using in-house CI/CD and build tools to reduce developer intervention and save at least 4 man-hours/release cycle.
- **LiveFiesta** — Mumbai, India
  Lead Android Developer — *Jun 2016 – Jan 2017*
  - Designed and developed Android application with an average rating of 4.5+ for customers to book tickets to events using MVP architecture & TDD for testable code.
  - Developed utility application to redeem tickets for convenient one-time entry to customers reducing entry time by 50% and cut losses due to ticket duplication & untracked re-entrants.
- **TechGenium** — Mumbai, India
  Software Developer & Partner — *Jun 2015 – May 2016*

Publication

- **Visualization of Mechanics Problems based on Natural Language Processing**
  International Journal of Computer Applications — *Apr 2015*

Projects & Achievements

- Predicting Elo ratings of chess players using regression techniques over novel features extracted from around 100,000 games of Chess. Complex feature extraction run on multiple nodes of a cluster for faster processing.
- Video action classification on UCF101 dataset using LSTM and SVM with an accuracy of 85%.
- Using Deep Learning and Transfer Learning on CNN-based models for scene recognition with 89% accuracy.
- Detection of toxicity in Wikipedia comments using Bi-GRU & BERT with an AUC score of 0.98+. Compared different architectures, use of different word embeddings and pre-processing techniques for this task.
- Sentiment analysis on IMDb movie reviews using DAN and GRU evaluated using Perturbation Analysis.
- **HoldingWilley** : An iOS app for displaying real-time scores, stats & analysis of cricket matches.
- **WaveView** : An open-source Android/Java library for drawing and animating sinusoidal waves.

Technical Skills

- **Languages**: Proficient in Python & Java, experience with Swift, C, C++, HTML, CSS, JS, SQL
- **Database Technologies**: MongoDB, SQLite, MySQL
- **Frameworks**: TensorFlow, PyTorch, OpenCV, Pandas, Numpy, Scikit-Learn, Spring, Android, iOS.
- **Build & Other Tools**: Git, Gradle, Maven, Jenkins, Bash, Linux.

This resume was updated last on February 12, 2020. Latest version can be found at *bit.ly/358iDar*