

## EDUCATION

### Stony Brook University

Master of Science in Computer Science, Graduating Dec 2020, GPA: 3.85/4.0

Stony Brook, NY

Aug 2019 – **Present**

- Data Science, Natural Language Processing, Computer Vision, Big Data, Probability & Statistics.
- Teaching Assistant: Programming Abstractions (Fall '19), Software Engineering (Spring '20, Fall '21).

### University of Mumbai

Bachelor of Engineering in Information Technology; GPA: 3.9/4.0

Mumbai, India

Aug 2011 – May 2015

- Data Structures & Algorithms, Discrete Maths, Software Engineering, Data Mining, Operating Systems

## PUBLICATIONS

### Querying Across Genres for Medical Claims in News

Empirical Methods in Natural Language Processing (EMNLP 2020)

Nov 2020

## PROJECTS

- **Comment Toxicity Detection:** Achieved an AUC score of 0.98+ with creative pre-processing techniques coupled with Bi-GRU & BERT for multi-class classification of toxicity levels in Wikipedia comments.
- **Sentence Representations:** Understood sentence representations using Perturbation Analysis on sentiment analysis task with IMDb movie reviews using neural networks, DAN and GRU.
- **Summarizing Gameplay:** Leveraged Transformers & NLTK to summarize gameplay comments & sentiment analysis to inform e-sports players of crowd sentiment as feedback for immersive gameplay experience.
- **Video Action Classification:** Compared LSTM v/s SVM for action classification task on the UCF101 dataset. Leveraged Transfer Learning to compute features for 60000 video frames with limited compute resources.
- **Chess Rating Prediction:** Evaluated Random Forests, Gradient Boosting over novel features extracted from moves in 100k chess games to predict Elo ratings. Feature extraction run on distributed nodes using OpenMP for 15x speed.
- **Understanding Infant Mortality:** Applied Linear Regression to suggest priority actions to reduce Infant Mortality Rate based on 16.8GB of health & social records of 3M women using Dask & Apache Spark for parallel computation.

## EXPERIENCE

### PlayStation, Software Engineer Intern

May 2020 – Aug 2020

- Built Deep Learning pipeline to improve perceived quality of video by enhancing regions with text. Reduced inference time by ~75% for text detection under challenging constraints without compromising on precision & recall. Evaluated multiple lightweight backbone networks to further improve inference speed by 2x-4x.
- Developed a web-based tool using Flask, HTML & JavaScript, to help identify incorrect annotations leading to increase in precision & recall of text detection by 1-2%.

### JP Morgan Chase & Co., Associate Software Engineer

May 2017 – Jul 2019

- Redesigned server-side services to support web-based client & streaming of real-time data using WebSockets. Improved app performance via ~70% reduction in payload size & boosted reliability using micro-services architecture with Spring Cloud.
- Developed non-intrusive ways to gather, store, visualize and analyze metrics using Elastic, Logstash & Kibana for latency, in the order of 100ms, across micro-services to identify bottlenecks and performance improvement options.

### LiveFiesta, Lead Android Developer

Jun 2016 – Jan 2017

- Led a team of 4 in the design & development of an Android application with an average rating of 4.5+ for customers to book tickets to events. Leveraged MVP architecture, Dependency Injection & TDD using RxJava, Dagger & Espresso.
- Reduced customer entry time to events by 50%, shortened queue lengths & cut losses due to fake ticket duplication & untracked re-entrants by developing a utility Android application to redeem tickets and track entrants.

### TechGenium, Software Developer & Partner

Jun 2015 – May 2016

## TECHNICAL SKILLS

- **Languages:** Proficient in Python & Java, Familiar with C & C++, JavaScript, SQL
- **Frameworks & Libraries:** TensorFlow, PyTorch, scikit-learn, NLTK, NumPy, pandas, Spring, Android, Docker
- **Build Tools:** Git, Bash, Linux Shell Scripting