

ANURAG SARKAR

CONTACT INFORMATION	Northeastern University Khoury College of Computer Sciences 440 Huntington Avenue Boston, MA 02115	Office: 466 West Village H Email: sarkar.an@husky.neu.edu Phone: +1 (857) 316-6556
EDUCATION	Northeastern University Ph.D. (in progress), Computer Science, 2016-present Adviser: Seth Cooper MS, Computer Science, 2016-2018. GPA: 3.78/4.0 St. Xavier's College (autonomous), Kolkata M.Sc., Computer Science, 2014-2016. GPA: 9.11/10 NSHM College of Management and Technology (under West Bengal University of Technology) Bachelor in Computer Applications (BCA), 2011-2014. GPA: 9.06/10	
RESEARCH EXPERIENCE	Northeastern University Graduate Research Assistant, Playable Innovative Technologies (PLAIT) Lab, 2016-present <ul style="list-style-type: none">• Applying machine learning for game design and procedural content generation in games• Developing techniques for player skill modeling and dynamic difficulty adjustment in human computation games	
PUBLICATIONS	Anurag Sarkar . Game Design using Creative AI, <i>NeurIPS Workshop on Machine Learning and Creativity</i> , 2019 Anurag Sarkar , Seth Cooper. Using a Disjoint Skill Model for Game and Task Difficulty in Human Computation Games, <i>Annual Symposium on Computer-Human Interaction in Play (CHI Play)</i> , 2019 Anurag Sarkar , Zhihan Yang, Seth Cooper. Controllable Level Blending between Games using Variational Autoencoders, <i>AIIDE Workshop on Experimental AI in Games (EXAG)</i> , 2019 Anurag Sarkar , Seth Cooper. Using Rating Arrays to Estimate Score Distributions for Player-versus-Level Matchmaking, <i>Foundations of Digital Games (FDG)</i> , 2019 Anurag Sarkar , Seth Cooper. Inferring and Comparing Game Difficulty Curves using Player-versus-Level Match Data, <i>IEEE Conference on Games (CoG)</i> , 2019 Anurag Sarkar , Seth Cooper. Transforming Game Difficulty Curves using Function Composition, <i>SIGCHI Conference on Human Factors in Computing Systems (CHI)</i> , 2019 Anurag Sarkar , Seth Cooper. Blending Levels from Different Games using LSTMs, <i>AIIDE Workshop on Experimental AI in Games (EXAG)</i> , 2018 Anurag Sarkar , Varun Sriram, Riddhi Padte, Jeffrey Cao, Seth Cooper. Desire Path-inspired Procedural Placement of Coins in a Platformer Game, <i>AIIDE Workshop on Experimental AI in Games (EXAG)</i> , 2018 Anurag Sarkar , Seth Cooper. Comparing Paid and Volunteer Recruitment in Human Computation Games, <i>Foundations of Digital Games (FDG)</i> , 2018 Anurag Sarkar , Seth Cooper. Meet your Match Rating: Providing Skill Information and Choice in Player-versus-Level Matchmaking, <i>Foundations of Digital Games (FDG)</i> , 2018 Anurag Sarkar , Seth Cooper. Level Difficulty and Player Skill Prediction in Human Computation Games, <i>AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)</i> , 2017 Michael Williams, Anurag Sarkar , Seth Cooper. Predicting Human Computation Game Scores with Player Rating Systems, <i>International Conference on Entertainment Computing (ICEC)</i> , 2017	

Anurag Sarkar, Michael Williams, Sebastian Deterding, Seth Cooper. Engagement Effects of Player Rating System-based Matchmaking for Level Ordering in Human Computation Games, *Foundations of Digital Games (FDG)*, 2017 (**Best Paper Honorable Mention**)

Anurag Sarkar, Debabrata Datta. A Frequency Based Approach to Multi-Class Text Classification, *International Journal of Information Technology and Computer Science*, Vol. 9, No. 5, 2017

Anurag Sarkar, Saptarshi Chatterjee, Writayan Das, Debabrata Datta. Text Classification using Support Vector Machine, *International Journal of Engineering Science Invention*, Vol. 4, No. 11, 2015

Anal Acharya, Devadatta Sinha, **Anurag Sarkar**, Dibyabiva Seth, Kaustav Basu. A Mixed Approach to Smart Group Formation in Collaborative Learning, *Smart Computing Review*, Vol. 5, No. 5, 2015

Anurag Sarkar, Dibyabiva Seth, Kaustav Basu, Anal Acharya. A New Approach to Collaborative Group Formation, *International Journal of Computer Applications*, Vol. 128, No. 3, 2015

Abir Ghosh, **Anurag Sarkar**, Amira Ashour, Dana Balas-Timar, Nilanjan Dey, Valentina Balas. Grid Color Moment Features in Glaucoma Classification, *International Journal of Advanced Computer Science and Applications*, Vol. 6, No. 9, 2015

Anurag Sarkar, Asoke Nath. MapReduce: A Comprehensive Study on Applications, Scope and Challenges, *International Journal of Advanced Research in Computer Science and Management Studies*, Vol. 3, No. 7, 2015

Anurag Sarkar, Shalabh Agarwal, Asoke Nath. Li-fi Technology: Data Transmission through Visible Light, *International Journal of Advanced Research in Computer Science and Management Studies*, Vol. 3, No. 6, 2015

Anurag Sarkar, Abir Ghosh, Asoke Nath. Impacts of Social Networks: A Comprehensive Study on Positive and Negative Effects on Different Age Groups in a Society, *International Journal of Advanced Research in Computer Science and Management Studies*, Vol. 3, No. 5, 2015

PEER REVIEWING

AIIDE Workshop on Experimental AI in Games (EXAG), 2019
Annual Symposium on Computer-Human Interaction in Play (CHI Play), 2019
FDG Workshop on Procedural Content Generation (PCG), 2019
Foundations of Digital Games (FDG), Posters and Demos Track, 2019
Foundations of Digital Games (FDG), Applied Games and Gameful Design Track, 2019
Foundations of Digital Games (FDG), Player Modeling and Visualization Track, 2018

HONORS AND AWARDS

PhD Network Travel Grant, Northeastern University, 2019
IEEE Computational Intelligence Society (CIS) Travel Grant, 2019
Game Narrative Review Gold Award, Game Developers Conference (GDC) 2018
Best Paper Honorable Mention, Foundations of Digital Games (FDG) 2018
Graduate Fellow, Northeastern University, 2016
Father Jacques de Bonhome S.J. Memorial Gold Award, M.Sc. Computer Science Class of 2016 Valedictorian, St. Xavier's College, 2016
All-State Rank 7th (out of 2261), West Bengal Joint Entrance Exam for Computer Applications, 2014
NSHM Medal of Merit, BCA Class of 2014 Valedictorian, NSHM College of Management & Technology, 2014