

# Rudra Saha

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## Education

<b>Master of Science, Computer Engineering (CS), Arizona State University</b>	3.33 / 4.0	May, 2018
Statistical Machine Learning, Deep Learning, Foundations of Algorithms		
<b>B.Tech, Electronics Engineering, Indian Institute of Technology, BHU, Varanasi</b>	3.60 / 4.0	May, 2014
Digital Signal Processing, Data Structures, Communication Systems		

## Skills and Languages

<b>Languages, Platforms and IDE</b>	Python C++ C SQL Octave R Linux Windows IntelliJ IDEA Anaconda Eclipse
<b>Machine Learning &amp; Other APIs</b>	Scikit-learn Numpy Scipy Pandas Tensorflow Torch (learning)
<b>Frameworks and Engines</b>	Apache Spark Hadoop Django AngularJS
<b>Miscellaneous</b>	HTML5 CSS3 Microsoft Office Suite Git

## Work Experience

### Active Perception Group, ASU

#### Graduate Services Assistant

ASU, Tempe, AZ

Jan 2017 - Present

- Working with Dr. Yezhou Yang on Generative Models for scene understanding and Disentangled Representation of Natural Images using a combination of Generative Adversarial Networks (GANs) and Autoencoding Variational Bayes (VAE).
- Implementing deep learning models on a Jetson Tk1 mounted on top of a turtlebot.

### Cyber-Socio Intelligent Systems (CySIS) Laboratory, ASU

#### Volunteer Software Developer

ASU, Tempe, AZ

Aug 2016 - Dec 2016

- Developed automatic parser tag generation using python on a linux framework from scratch, integrating with existing code
- Improved crawler infrastructure to seamlessly accommodate for new websites.
- Implemented crawlers and parsers for multiple websites as part of the scraper team with git for version control.

### Cisco Systems

#### Software Engineer I

Bangalore, IND

Aug 2014 - April 2016

- Project Lead - Predicting route failures in EIGRP protocol using temporal data** – Implemented an **anomaly detection** system to predict route failures on interface level of a router. Managed a team of 4.
- Designed a version of One-Class SVM classifier to fit the problem description and realized an implementation of DBSCAN clustering algorithm. Used it for indirect labeling.
- Selected for **CISCO DESIGN and INNOVATION CONFERENCE (CDIC), 2016**.
- Presented a talk on the implementational aspects as part of **NMLRG in IETF-95**.
- EIGRP Protocol** - Implemented new features and improved existing ones for EIGRP protocol on NxOS platform.
- Tasked with hardening of EIGRP protocol to adapt cross platform solutions not present currently in NxOS platform.
- Resolved bugs in EIGRP and RIP protocol.

### Solid State Physics Laboratory (SSPL), Defense Research and Development Organization (DRDO)

#### Summer Intern

New Delhi, IND

May 2012 – June 2012

- Image classifier to discriminate land-cover classes** – Implemented as part of internship at SSPL, DRDO under Dr. S. Seetharaman. Outperformed their classifier at the time (91.2% vs 82% on their dataset)

## Projects

### Maximizing Influence Spread in a Social Network

- Implemented look-ahead propagation model to estimate the seed set in order to maximize influence in a social graph.
- Influence being modeled as a Gaussian distribution and being considered for two hop distance as opposed to only looking at the directly connected nodes.

### Meetings.io

- Developed a customized team task tracker web application in Django for the NGO I was working with.

### Web History Do-Over – A Recommender System

- Implemented a recommender system that recommends relevant articles by creating a user profile based on the type of articles visited and their frequency from user's internet history.
- Worked with a team of 3 over a period of four months to implement this from scratch.

### Data Science Competitions

- Kaggle(multiple competitions) , Numer.ai, Informs.

### Music Genre Classifier

- Implemented a multi-class SVM classifier and k-NN classifier which used Information gain on GTZAN dataset.
- Learned about various machine learning algorithms and some of the signal processing techniques as part of it.

### Sentiment Analysis of Twitter Data

- Analyzed tweets related to the 2013 FIFA confederations cup final.
- Compared change in fans emotions for a couple of players as match progressed.