SAJAL CHANDRA

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EDUCATION

UNIVERSITY OF ILLINOIS CHICAGO   **Aug 2022 – May 2024**
MASTER OF SCIENCE IN COMPUTER SCIENCE
GPA: 4.0/4.0
RELEVANT COURSEWORK: NATURAL LANGUAGE PROCESSING, COMPUTER ALGORITHMS, ADVANCED MACHINE LEARNING, BIG DATA MINING, VISUAL ANALYTICS

MAHARAJA AGRASEN INSTITUTE OF TECHNOLOGY   **Aug 2017 – Jun 2021**
BACHELOR OF TECHNOLOGY (ELECTRONICS AND COMMUNICATION ENGINEERING)
GPA: 8.38/10
RELEVANT COURSEWORK: DATA STRUCTURES, DATABASE MANAGEMENT SYSTEMS, COMPUTER ARCHITECTURE

EXPERIENCE

JAVA DEVELOPER | Tata Consultancy Services   **Aug 2021 – Aug 2022**
- Identified & resolved 20% of detected codebase bugs by implementing new features, refactoring code, & creating integration tests.
- Executed JUnit test scripts to maintain a quality assurance coverage of 85% and ensure software reliability.
- Leveraged Agile methodology to supervise on-boarding process for 15 new hires, resulting in 33% faster onboarding times.

PROJECTS

AGE AND GENDER CLASSIFIER [Github]
- Led a team of 3 members to develop a Haar-cascade and CNN based Age and Gender classifier with GUI deployment
- Improved classification accuracy from 60% to 85%, with the classifier working on still images, videos, and live feeds
- Utilized pre-trained models for high accuracy and tested the classifier on live feed and stock images

CHICAGO TRAFFIC CRASHES ANALYSIS [Github] [Website]
- Developed a website visualizing traffic crashes data in Chicago for 2021 using JavaScript, HTML, and CSS
- Plotted the data on interactive spatial and temporal plots to help users explore and analyze the data

FIFA WORLD CUP CHATBOT [Github]
- Developed a chatbot using NLTK that analyses user sentiment towards FIFA World Cup 2022
- Classified user sentiment using a Multilayer Perceptron, Support Vector Classifier, and Logistic Regressor
- Provided a detailed analysis of the user's writing style

RICHTER'S PREDICTOR: MODELLING EARTHQUAKE DAMAGE [Github]
- Classification model to group housing structures based on their susceptibility to earthquake damage
- Achieved a micro-averaged F1 score of 0.7501
- This model is currently in the Top 2% of over 5600 submissions in an online competition

SNAKE GAME [Github]
- Developed a version of the classic Snake Game using Python
- Used the Pygame library and followed the principles of Object-Oriented Programming

SKILLS

LANGUAGES

Python | GO | JavaScript | Java | C++ | HTML | CSS | MySQL | R | Bash

TECHNOLOGIES AND FRAMEWORKS

Spring | SpringBoot | Kubernetes | Maven | JIRA | DevOps | Jupyter | Tensorflow | MongoDB | Observable | Scrum | Git | JUnit | Docker | Postman Hadoop | PySpark | React | Linux | Unix | MS Excel | WordPress

LIBRARIES

Pandas | Seaborn | Numpy | Matplotlib | NLTK | OpenCV | Scikit Learn | Regex | Geopandas | Beautiful Soup | D3.js | Gin | Gorm | Pyspark | Pygame Pickle | mtcnn | pafy | PySimpleGUIQt | Gorilla/Mux

COURSES AND CERTIFICATIONS

- Applied Data Science with Python Specialization – *University of Michigan Ann-Arbor (Coursera)*   **Jul 2020 – Sep 2020**
- Big Data Specialization – *University of California San Diego (Coursera)*   **Jul 2020 – Sep 2020**
- Data Structures and Algorithms Specialization – *University of California San Diego (Coursera)*   **Mar 2021 – Apr 2021**