SAJAL CHANDRA

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EDUCATION

UNIVERSITY OF ILLINOIS CHICAGO **Expected May 2024**
MASTER OF SCIENCE IN COMPUTER SCIENCE | **GPA: 4.0/4.0**
RELEVANT COURSEWORK: NLP, COMPUTER ALGORITHMS, ADVANCED ML, 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

EXPERIENCE

JAVA DEVELOPER | Tata Consultancy Services **Aug 2021 – Aug 2022**

- Identified & resolved 20% of detected codebase bugs by implementing new features, refactoring code, & creating unit tests.
- Executed JUnit test scripts to maintain a quality assurance coverage of 85% and ensure software reliability.
- Supervised 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
- 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

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
- Deployed the chatbot on a ReactApp

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

RICHTER'S PREDICTOR: MODELLING EARTHQUAKE DAMAGE [Github]

- Grouped housing structures based on their susceptibility to earthquake damage using a classification model
- Achieved a micro-averaged F1 score of 0.7501
- Ranked in the Top 2% of over 5600 submissions in an online competition with this model

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, HTML, CSS, MySQL, R, Bash

TECHNOLOGIES AND FRAMEWORKS
SpringBoot, Maven, JIRA, DevOps, Jupyter, Tensorflow, Git, Docker, Postman, Hadoop, PySpark, React, jQuery, Bootstrap, ReactJS, REST API

LIBRARIES
JUnit, Mockito, 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

- Data Structures and Algorithms Specialization – *University of California San Diego (Coursera)* **Mar 2021 – Apr 2021**
- 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**