Samriddha Basu

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EDUCATION

Master of Computing (Computer Science)   August 2022 — Present
School of Computing, National University of Singapore

Bachelor of Engineering (Computer Engineering)   August 2015 — May 2019
Sardar Patel Institute of Technology (University of Mumbai)

Junior College (Science)   June 2013 — May 2015
Pace Junior Science College, Mumbai

- Cleared Maharashtra Board Higher Secondary Exam (Std XII) in 2015, eligible for INSPIRE scholarship from Government of India offered to top 1% of students
- Cleared Joint Entrance Examination (JEE) – Mains and Advanced

CERTIFICATION

Front-End Web Developer Nanodegree by AT&T, Google, GitHub   May 2018 — Nov 2018
Udacity

Android Developer Nanodegree by Google   Feb 2016 — Jan 2017
Udacity

EXPERIENCE

Software Developer and Data Engineer at **Credit Suisse**   July 2021 — July 2022
I am part of the Market Risk Tech team that works on Palantir's Foundry platform for Big Data Analysis, working with large datasets to generate Market Risk-related insights and reports.

Technology Analyst at **Credit Suisse**   July 2019 — July 2021
I was part of the Electronic Trade Flow Management team and worked on a flow management tool for trades in foreign exchange and listed derivatives.

Code Reviewer and Mentor at **Udacity**   Jan 2018 — Mar 2019
I reviewed student submissions of projects for the Android Developer Nanodegree, and served as a mentor for students participating in the program.

Microsoft Student Partner   Aug 2017 — Aug 2018
I was responsible for sharing my knowledge and passion for technology with my fellow students, building leadership and communication skills along with technical expertise.

Technology Intern at **Credit Suisse**   May 2018 — July 2018
I was a technology intern in the Global Markets department and worked on a major redesign and refactoring of an application used by traders.

Android Developer Intern at **Toast**   Mar 2017 — Oct 2017
A California-based start-up that aimed to connect people over home cooked meals and fun activities. I was part of the team in charge of developing the Android client app.

Android Developer Intern at **Websites.co.in**   Feb 2017 — Mar 2017
Websites.co.in is a SaaS platform that allows anyone to get their business online as fast as possible. I was responsible for making an Android app that helps you manage your website.

PUBLICATIONS

- R. Dmello, S. Yerremreddy, S. Basu, T. Bhitle, Y. Kokate and P. Gharpure, "**Automated Facial Recognition Attendance System Leveraging IoT Cameras**," *2019 9th International Conference on Cloud Computing, Data Science & Engineering (Confluence)*, Noida, India, 2019, pp. 556-561.
- S. Yerremreddy, S. Basu, A. Ojha and D. R. Kalbande, "**Machine Learning Approach for Diagnosis of Autism Spectrum Disorder**," *2019 2nd International Conference on Innovative Computing and Communication (ICICC)*, Ostrava, Czechia, 2019.
  - ❖ One of four Best Paper Award recipients at the conference
- S. Basu, R. Gite, P. Singh and N. Raul, "**Multi-user Adaptive Launcher for Android**," *2019 Twelfth International Conference on Contemporary Computing (IC3)*, Noida, India, 2019, pp. 1-6.

PROJECTS

Chehra – Face Recognition Attendance Management System

Machine Learning, Image Processing, Django, IoT, Android

A proof-of-concept attendance management system that supports recognition of multiple faces from classroom pictures. The teacher app initiates the process for marking attendance while student app receives attendance status notifications and allows tracking attendance stats over time.

NotePal – Material Design Notepad

Android, SQLite

A beautiful Material Design note-taking experience with innovative features such as pinned and scheduled notifications, OK Google voice actions, Drive backup, etc. Available on the Google Play Store

Multi-user Adaptive Launcher for Android

Android, UX Design

Allows multi-user multi-profile and single-user multi-profile workflows on a single device, where each profile (e.g., Work, Travel) has its own list of applications and smart suggestions, to increase efficiency.

paC-man

C lang

A clone of the popular arcade game. Written in C using the Borland Graphics Interface.

POSITIONS OF RESPONSIBILITY

- Represented college as Team Leader in the Grand Finale of the inaugural Smart India Hackathon 2017
- Teaching Assistant for Professor Prachi Gharpure, Principal of S.P.I.T., for the period from Jan 2018 - May 2018, responsible for guiding students with their academic curriculum and project work
- As a Microsoft Student Partner (2017-18), I was responsible for sharing my knowledge and passion for tech with fellow students, building leadership and communication skills along with technical expertise
- Head of Technology at Entrepreneurship Cell, Sardar Patel Institute of Technology for the period Jul 2017 – Jul 2018
- Acted as Mentor and one of the Lead Developers in creating the TechForSocial platform (TechForSocial.com) for showcasing innovative ways to make use of technology for social causes under Dr. Dhananjay Kalbande, Dean of Industry Relations and Head of Computer Department at S.P.I.T.

ACHIEVEMENTS

- Recipient of National Talent Search Examination (NTSE) Scholarship from the Government of India
- Second runners-up at the NBF Tech Challenge 2018 organized by Royal Academy of Engineering, UK and NMIMS, Mumbai
- One of 1000 recipients of full scholarship from Google India and Tata Trusts for the Android Developer Nanodegree at Udacity (2016)
- One of 350 recipients of full scholarship from Google India for the Front-End Web Developer Nanodegree at Udacity (2018)