# Sanchayan Sarkar

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### Experience

# Graduate Student Researcher, University of Pittsburgh, Pittsburgh, PA, USA.

Aug 2018-Present

Research assistant in developing multimodal machine learning models for turn-taking and emotion analysis in dyadic conversations.

### Project: Multimodal Turn Taking in Dyadic Conversations (Current Research)

July 2020- Present

- Developed multimodal machine learning models (in Python, PyTorch) for learning turn-taking strategies (end-of-turns, silence duration) from audio-video-text sequences in dyadic interactions.
- Achieved statistically significant multimodal cues and proposed multimodal transformers to obtain higher performance.

### Project: Automatic Emotion Recognition in Dyadic Conversations (Current Research)

May 2020- Present

• Developed context aware multimodal sequential and non-sequential neural models (LSTM, Conv-LSTM, Transformers) for predicting composite emotion constructs from audio-video-text sequences in dyads (using Python, PyTorch).

# Project: Automatic Depression Detection in Mother-Child Dyads

Aug 2018- Apr 2020

• Created jointly learned Siamese neural networks for predicting PHQ-9 scores of depressed mothers in from mother-child face to face conversations (using Python, PyTorch). • Achieved 3% F1-score improvement over non-siamese models.

# Project Researcher, Indian Statistical Institute, Kolkata, West Bengal, India.

Nov 2015- Dec 2016

Research Intern working on developing mathematical and statistical models for human face recognition.

# Project: Illumination Variation Problem on Human Face Recognition

• Created a novel local illumination-invariant descriptor for face recognition beating accuracy of competitive methods by 6.7% on CMU-PIE, 5% on Yale B and 2% AR, CUHK dataset • Technologies: MATLAB. [Paper]

## Project: Dimension Reduction and Noise Reduction for Face Recognition

- Used linear regression to stabilize lower entropy space for dimension reduction in face recognition.
- Achieved 3% improvement on FRAV-2D, FERET dataset over state-of-the art methods Technologies: MATLAB [Details]

### **Skills & Interests**

Programming Languages: Python, MATLAB, Java, C/C++, SQL.

Tools: PyTorch, Keras, TensorFlow, scikit-learn, openCV, pandas, Caffe, git, AWS, Android SDK, Unity 3D

Research Interests: Deep Learning, Machine Learning, Natural Language Processing, Computer Vision, Data Analysis.

#### Education

### Master of Science (MS), University of Pittsburgh, PA, USA

Aug 2017- Present

- Computer Science with specialization and research experience in Machine Learning. | CGPA: 3.55 / 4.0
- Courses: Machine Learning, Deep Learning, Natural Language Processing, Computer Vision, Artificial Intelligence.

### Master of Science, (MSc) University of Calcutta, India

Jul 2013- Jun2015

- Computer and Information Science. | First Class, 75 % (in top 5)
- Thesis: Image Enhancement using Cuckoo-Search Optimization.

# Bachelor of Science, (BSc), St. Xavier's College, Kolkata, India

Jul 2010- Jun 2013

• Computer Science (Honors). | First Class, 76% (in top 10)

### **Selected Academic Projects**

## Detecting Deep Fakes (11785 Deep Learning).

Nov 2019- Dec 2019

- Created a Siamese Statistical Recurrent Neural Networks to detect deep-fake video sequence (using Python, PyTorch)
- Achieved 10% increase in AUC-ROC over Statistical Recurrent Networks in FaceForensics++ dataset. [Details]

# Detecting Pneumonia in Chest X-Ray Images: ML approaches (2750 ML)

Mar 2019 – Apr 2019

- Implemented Resnet-50, InceptionNet, CNN, Resnet-50 on Chest X-ray images (using Keras, Tensorflow).
- Improved recall performance by 3% using Resnet-50 over InceptionNet. [Details]

# Tiny Google - A parallel word search engine (2510 OS)

Nov 2018- Dec 2018

• Developed a distributed search engine, using multithreading, that searches and retrieves documents based on search words from multiple worker nodes. Project done using Python and Threading. [Details]

# Direct Manipulation in Virtual Reality (2610 HCI).

Nov 2017- Dec 2017

- Extracted tracked movements from smartwatch to move objects in Virtual Reality (using Android SDK, Unity 3D).
- Created a user study gauging the difficulty of moving an box to a sphere of varying length in the virtual environment. [Details]

#### **Publications**

- "Leaning Turn-Taking Strategies in Multimodal Dialogue", 2021. (under preparation).
- "Local Centre of Mass Face For Face Recognition under varying Illumination", 2017. [Link]
- "Challenges and Effects of Plastic Surgery on Face Recognition Performance: A review", 2016. [Link]