Sayak Biswas

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EDUCATION

UNIVERSITY OF FLORIDA

MS IN COMPUTER SCIENCE Dec 2017 | Gainesville, FL GPA: 3.92 / 4.0

WEST BENGAL UNI. OF TECH.

BTECH IN COMPUTER SCIENCE July 2011 | Kolkata, India GPA: 8.81 / 10.0

LINKS

Github:// sayakbiswas LinkedIn:// sayakbiswas

COURSEWORK

GRADUATE

Analysis of Algorithms
Advanced Data Structures
Cloud Computing & Storage
Dialog Systems & Natural Language (NLP)
Pattern Recognition
Statistics
Computer Graphics
Computer Graphics for Simulation
Virtual Reality

UNDERGRADUATE

Database Management Systems Operating Systems Artificial Intelligence Web Technologies

INDEPENDENT

Machine Learning(Coursera)

SKILLS

LANGUAGES

Java(proficient) • JavaScript(proficient) C/C++(prior experience) • C#(basic) Python(basic) • R(basic) • HTML5\CSS3

TECHNOLOGIES

JEE • IBM WebSphere Portal • jQuery jQuery Mobile • React.js • Semantic UI Bootstrap • Highcharts.js • Oracle • AWS TensorFlow • OpenGL • Unity3D Unreal • SOFA Framework • Google VR

CERTIFICATIONS

• Sun Certified Java Programmer and Oracle Certified Web Component Developer

EXPERIENCE

MATHWORKS LINTERN

May 2017 - Aug 2017 | Novi, MI

- Worked on developing 3D visualization features for MATLAB/Simulink.
- Developed a GUI tool that allows users to easily define shapes and surface profiles of road tracks in MATLAB and an Unreal engine plugin to visualize the same. Used MATLAB and Unreal C++ API.
- Developed programmable scene components for a simulation sequence to be controlled via Simulink.

TATA CONSULTANCY SERVICES LTD. | SOFTWARE ENGINEER

Mar 2012 - Dec 2015 | Hyderbad, India

- Developed a web based workflow automation and management tool using IBM WebSphere Portal, Java/JEE and SOAP web-services for a multinational Insurance company.
- Implemented multiple enhancements for the above application including developing a correspondence generation module leveraging EMC Document Sciences xPression.
- Designed and developed a hybrid mobile dashboard app to provide visual representations of various day-to-day metrics of all applications used in the enterprise. Implemented both HTML5 based front-end and the RESTful back-end using JEE Servlets, Jersey API and Oracle SQL.

PROJECTS

ASSISTIVE JOB SEARCH | NATURAL LANGUAGE DIALOG SYSTEM C# | Microsoft LUIS | MongoDB

• Developed a spoken dialog system to aid the visually impaired computer users to search and retrieve job information from the web using speech.

DEEPCHAT | CHATBOT

Python | TensorFlow | AWS

• Implemented a deep learning based chatbot using the sequence-to-sequence framework for RNN/LSTM neural network models as described in "A Neural Conversational Model" (Vinyals et. al.).

INSIDE PAINTINGS VR | VR EXPERIENCE

C# | Unity3D

• Developed an Android/Google Cardboard app that explores how to enhance a virtual art museum by allowing users to experience and interact with a couple of Vincent Van Gogh's works in 3D while following a first person narrative.

SURFLAB TIPS | Interactive Surgical Simulation

C++ | OpenGL | SOFA | Blender | CMUSphinx

- Developed a multithreaded plugin for the SOFA Framework which enables user interaction with 3D scenes using voice commands.
- Implemented the PN-Triangles and PN-Quads algorithms in OpenGL 4 tessellation shaders to improve rendering of various organs in the scenes.
- Implemented a rudimentary wetness shader for the internal organs.