Sayak Chatterjee

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EDUCATION

TUFTS UNIVERSITY

BS IN COMPUTER SCIENCE

Expected May 2018 | Medford, MA Major - Computer Science College of Arts and Sciences

THE HERITAGE SCHOOL

Grad. May 2014 Kolkata, India

LINKS

Github://sayakoftheleaf LinkedIn://sayakchatterjee13

UNDERGRADUATE

Data Structures
Object Oriented Programming
Machine Structure
Assembly level Programming
Operating Systems
Functional Programming
Computer Graphics
CyberSecurity
Discrete Mathematics
Web Architecture and Programming

SKILLS

PROGRAMMING

Advanced:

C • Java • JavaScript C++ • Python • ETEX

Intermediate:

Android • Perl • Scheme • CSS • PHP •

Assembly

Familiar:

Swift • iOS • git • MySQL

EXPERIENCE

TUFTS HUMAN ROBOT INTERACTION LAB |SOFTWARE

ENGINEERING INTERN + RESEARCH ASSISTANT

June 2017 - August 2017 | Medford, MA

- Joined the team at the Tufts Human Robot Interaction Lab working on the NASA space rover challenge
- Member of a team in charge of mapping and navigating the 3-d environment of an unmapped planet.
- Tested and optimized auto-pilot capabilities of simulated planetary rovers
- Briefly worked on self-learning optimization algorithms to improve efficiency of re-navigating already mapped terrain.

TUFTS HUMAN COMPUTER INTERACTION LAB | RESEARCH ASSISTANT

May 2016 - Aug 2016 | Medford, MA

• Joined a Research team at the Tufts Human Computer Interaction Lab Coded the prototype software for an HCl experiment - The network based back end ran on Java and MySQL and the front end was coded using Angular JS.

MEERA'S COLLECTION | SOFTWARE DEVELOPER

May 2012 - May 2014 | Kolkata, India

- Developed a back-end Database software from scratch to phase out the old software running on the previous machines (added a number of math based functionality ex. to automatically generate profit graphs, cash flow graphs, etc., LAN connectivity and printer compatibility).
- Patched the front end to be compatible with the new back-end (added new features, cleaned up some UI designs, fixed a number of recorded bugs).

PERSONAL PROJECTS

LIT | SOFTWARE DEVELOPER

October 2017 - Present

- Lead developer of a team designing and developing a social networking app (android based)
- The app keeps track of parties in any area and offers a personalized live feed for users that includes tracking which friends are at which parties, live navigation to the said parties, a rating system to determine the overall party experience based on user submitted feedback
- When the party is closing or if a party got shut down, the app delivers a notification about the same to all the members attending the party or on their way, and provides alternative parties nearby that they could attend instead.
- Also provides an option to connect with people(non-friends) who are also attending the party, etc.
- Uses Facebook and Google API

ARUKI | CHESS VARIANT FOR MACHINE LEARNING RESEARCH Sep 2016 – Present|Medford, MA

- Coding a chess variant to implement Neural Network based self-learning AI on (Still in design phase).
- The application is written in Native JS, and uses Angular JS for the front end.