SHRUTI PRADEEP MAHAJAN

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OBJECTIVE

PhD/RA positions in Computer Science related to Natural Language Processing and Computational Linguistics.

EDUCATION

Master of Science in Computer Science   Aug '18 – Present
Worcester Polytechnic Institute (WPI), Worcester, MA
<u>Relevant Courses</u>: Artificial Intelligence, Human Computer Interaction, Introduction to Algorithm

Bachelor of Engineering in Computer Science   Aug '14– Jul '18
Cummins College of Engineering for Women, SavitriBai Phule Pune University, India   (61.71 %)
<u>Relevant Courses</u>: Natural Language Processing, Smart System Design

SKILLS

Programming: Python, C/C++, Java, C Sharp, R, ASM, HTML, Android
Software and Tools: NLTK, Pandas, TensorFlow, Keras, SQL, MongoDB
Operating Systems: Fedora, Ubuntu, Windows

PUBLICATIONS

Shruti Mahajan, Leo Bunyea, Nathan Partlan, Dylan Schout, Casper Harteveld, Camillia Matuk, Will Althoff, Tyler Duke, Steven Sutherland and Gillian Smith. Toward Automated Critique for Student-Created Interactive Narrative Projects. *Proc. EXAG 2019.*

PROJECTS

Predicting the end of the paragraph using Natural Language processing, WPI   Aug '18 – Dec '18
· Designed a system model to predict the end of a paragraph given the paragraph.
· Implemented data pre-processing and natural language processing techniques on a dataset containing paragraphs in order to use this structured data to train the model.
· Created and trained various deep learning models like Long Short Term Memory Networks, Generative Adversarial Networks and compared their results.

B.E. Project: Detecting Fake Natural Disaster News, Cummins College, India   Aug '17 – Jun '18
· Created a system to verify natural disaster news from reliable sources.
· Used web scrapping methods to extract news headlines from trusted websites.
· Implemented Named Entity Recognition to identify and classify news headlines.
· Designed a technique to compare, match and validate the news.

EXPERIENCE

Research Assistant, WPI   Aug '18 – Present
· Working on StudyCrafter, a system for creating games, experiments, stories and scenarios.
· Creating new performance metrics using Natural Language processing to analyze and provide feedback to the developers.
· Building an Automated Feedback system offering critique to in-progress scenarios/narratives
· Creating classification and word analysis deep learning models to compare and analyze narratives.

ACTIVITIES AND LEADERSHIP ROLES

· Mentoring a group of high-school and undergraduate students as a part of Women's Research And Mentorship Program (WRAMP)
· Delivered a seminar on 'Programming a Computer to play Chess using Artificial Intelligence and Machine Learning techniques'.
· Participated and won in a competition on 'Internet of Things'.
· Completed a course on 'Innovation, Skills Enhancement and Career Building'.