

Sabyasachi MUKHERJEE

PERSONAL DATA

PLACE AND DATE OF BIRTH: India | 05 August 1992
PRESENT PLACE OF RESIDENCE: Shiki City, Saitama Prefecture, Japan
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WORK EXPERIENCE

JUL 2014 – MAR 2016 Senior Software Engineer at SAMSUNG R&D INSTITUTE, BANGALORE (SRI-B), India
Worked as a Software Engineer, and subsequently Senior Software Engineer on the app and middleware layers of an in-house Android Digital TV app on devices geared at the Japanese market. Customers included NTT Docomo, KDDI and Softbank, the top 3 telecom operators in Japan.

EDUCATION

OCT 2018 – PRESENT Doctoral Course 3rd Year Student, **The University of Tokyo**
Graduate School of Information Science and Technology (IST),
Department of Creative Informatics
Advisors: Prof. Toshiya HACHISUKA and Prof. Nobuyuki UMETANI
Broad theme of research: **Computer Graphics**
Themes of research: Light Transport Simulation
(Physically Based Rendering)
Non-Photorealistic Rendering (NPR)

OCT 2016 – SEP 2018 Master's Student, **The University of Tokyo**
Graduate School of Information Science and Technology (IST),
Department of Creative Informatics
Advisor: Prof. Toshiya HACHISUKA
Broad theme of research: **Computer Graphics**
Theme of research: Light Transport Simulation
(Physically Based Rendering)
and Computational Statistics

APR 2016 – SEP 2016 International Graduate Research Student, **The University of Tokyo**
Graduate School of Information Science and Technology (IST),
Department of Creative Informatics
Advisor: Prof. Toshiya HACHISUKA
Broad theme of research: **Computer Graphics**

JUL 2010 – MAY 2014 Bachelor of Engineering (BE), **Jadavpur University**, Kolkata, India
Specialization: **Computer Science and Engineering (CSE)**
Cumulative GPA: 8.43 / 10

SCHOLARSHIPS AND CERTIFICATES

APR 2016 – PRESENT Receipient of the **Monbukagakusho (MEXT) Scholarship** under
Embassy Recommendation

ONLINE COURSES **Cryptography I** at Coursera, 2013
Instructor: Dr. Dan Boneh, Stanford University
Course Record: 92.7%.

LANGUAGES KNOWN

BENGALI	Native language
ENGLISH	Native or bilingual proficiency
JAPANESE	Professional working proficiency (JLPT N1)
HINDI	Limited working proficiency

ENGLISH PROFICIENCY

JUN 2013	GRE	Scored 325 / 340 marks, and 5.0 / 6.0 in the Analytical Writing section.
SEP 2015	TOEFL-iBT	Scored 118 / 120 marks.
OCT 2019	TOEFL-iBT	Scored 113 / 120 marks.

JAPANESE PROFICIENCY

JUL 2012	JLPT N5	Scored 166/180 points and cleared the exam.
DEC 2012	JLPT N4	Scored 170/180 points and cleared the exam.
JUL 2013	JLPT N3	Scored 151/180 points and cleared the exam.
DEC 2013	JLPT N2	Scored 103/180 points and cleared the exam.
DEC 2014	JLPT N1	Scored 101/180 points and cleared the exam.
JUN 2015	Business Japanese Test	Scored 448 points and passed with level J2.

PROGRAMMING EXPERIENCE

Languages known	<ul style="list-style-type: none">• C• C++, C++11• Rust (Basic)• \LaTeX (Basic)
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INTERESTS

- Light Transport Simulation / Physically Based Rendering
- Computational Statistics
- Japanese Anime production
- Localization of Visual Novels

INTERNSHIPS

JUN 2013 –	Underwent summer training at Tata Consultancy Services Limited (TCS) , one of the
AUG 2013	largest India-based IT services companies. <ul style="list-style-type: none">• Did a project named TSDSDF: Time Series Sensor Data Storage and Feed, which consisted of a combination of two sub-projects:<ul style="list-style-type: none">• Deploying and testing Hadoop, HBase and OpenTSDB along with their new features like millisecond timestamps, HTTP RESTful API and Debian packages.• Developing and deploying a proof-of-concept implementation of sensor feeds using Websockets.

PROJECTS

- Currently working on a ray tracer in Rust called **Sayo**, which is the successor of a toy ray tracer written in C++. The code is open-source and on Github under a permissive license: https://github.com/smukherjee2016/sayo_pbr_rs.
- The source code for the toy ray tracer is also public and is available at: <https://github.com/smukherjee2016/ToyRT2018>.
- Worked with Dipankar Das on a project on **Identifying speaker and their features from subtitle files** under Prof. Sivaji Bandopadhyay, H.O.D., Computer Science and Engineering Department, Jadavpur University.

- Worked as an English-to-Bengali translator for the **EILMT project** under Prof. Sivaji Bandopadhyay, H.O.D., Computer Science and Engineering Department, Jadavpur University.
- Worked as an intern for 5 days in September 2019 assisting Mr. Nao Hirasawa at **ARCH Inc.**, a Japanese animation (anime) production studio. Observed meetings in various stages of anime projects, and learnt various managerial skills, as well as about the anime industry.

OTHER ACHIEVEMENTS

- Volunteered from October 2016 to June 2018 for the **English Shower** programme at **Kudan Secondary School** in Tokyo, interacting with junior and senior high school students and (trying to) make English learning fun for them.
- Successfully completed a 1-month long business trip to Tokyo, Japan to provide support for the team while employed at Samsung R&D Institute, Bangalore in November 2015.
- Successfully completed a course on Java Programming at the age of 10 from NIIT, Cooch Behar in 2002, and scored 73%.
- Completed a course on "Swift Net Weaver" and "Swift India" from NIIT, Cooch Behar, India in 2002.
- Completed two courses on Visual FoxPro 6 and Visual Basic 6 in 2003–2004 from Net Wizzard, Hooghly.
- Was selected for an educational visit to Japan for one week in June 2014 under the JENESYS 2.0 programme for SAARC Countries as a Japanese language student.

HOBBIES AND MISCELLANEOUS

- Hobbies apart from fansubbing are mainly reading various things, as well as watching Japanese anime and riding trains.
- Most favorite electronic device: the **PlayStation Vita**.