Deep Ghosh

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Education

GEORGIA INSTITUTE OF TECHNOLOGY	Atlanta, GA
M.S. in Computer Science (GPA: 4.0/4.0)	Aug'14-Dec'15 expected

Relevant courses: Computer Graphics, Video Game Design, Computer Networks, Computability and Algorithms, Mobile Apps and Services

WEST BENGAL UNIVERSITY OF TECHNOLOGY	Kolkata, India
Institute of Engineering and Management	
Bachelor of Technology in Computer Science and Engineering (CGPA: 8.23/10.0)	July'03-Aug'07

Technical Skills

Processing 2.0, Unity v4.6, Java, C#, .Net v3.5, Windows Work Flow Foundation, WCF, Oracle 11g

Professional Experience

COGNIZANT TECHNOLOGY SOLUTIONS	Kolkata, India
Senior Associate, Project Lead/Software Developer	Mar'14-Jul'14

- Lead a team of 10 through knowledge transition and migration from VB6 to .Net v3.5
- Designed and implemented emailing system using EWS resulting in a 40% decrease in delay between detection of condition and actual sending of email.
- Responsible for technically guiding and evaluating all team members for the duration of the project.
- Awarded best quarterly T&H team award (April to July 2014) for excellent team delivery.
- Awarded T&H applause award for leadership.

TATA CONSULTANCY SERVICES	Bangalore/Kolkata, India
Information Technology Analyst, Project Lead/Software Developer	Nov'07-Feb'14

- Guided a team of 9 through all phases of SDLC.
- Designed services for performance optimization reducing document processing time frame from 4 min per document to 30 seconds per document. Time saved for the entire process amounted to a range of 2-4 hours based on conditions.
- Received 1st prize for presentation on Code Quality in Quality FEST.
- Responsible for mentoring trainees in .Net and Communication Improvement classes. Awarded "Champion of ILP" for the role.
- Received "Star Team" award and "On the Spot" award for stand out technical contribution to project.

Project Work

Mobile computation offloading	Sept'14-Dec'14

- Part of a 5 member team to design a task offloading system to speed up mobile performance.
- Designed and implemented android module to predict user mobility prediction using Kalman Filter.
- Achieved 20% improvement in performance by peer offloading using a greedy algorithm for an ideal scenario.

Design system for a solid of revolution with extensions to a morphed revolution with curved spine	Sep'14-Dec'14

- Part of a 4 member team to design the system.
- Responsible for designing the module to implement bending of any 3D shape in real time by dragging the spine of the shape.
- Achieved fastest performing algorithm in class to implement the bending in real time 3D environment. Used concepts from PCC modelling techniques to speed up the process.

Horror Game for Oculus Rift Sep'14-Dec'14
- Part of a 3 member team to implement a short horror game using Unity. The game was designed to be played using Oculus Rift DK1.
- Responsible for designing and implementing enemy characters and enemy interaction with player character. Also designed the clue mechanics in scene. Appreciated for leveraging the Oculus Rift mechanics in game play.
- Blog Link of game description and gameplay video: http://ael.gatech.edu/cs4455f14/2014/12/07/g6-final-presentation-bbd/ . Posted using id virtuahost.