



## TECHNICAL EXPERIENCE

### Languages and Technologies

- Languages: Python; C++; C; Java; JavaScript; MySQL; R; Ansible(DevOps)
- Supervised Learning: Linear/Logistic Regression; Random Forests; Support Vector Machines
- Unsupervised Learning: K-Means; Hierarchical Clustering
- Deep Learning: CNN; RNN
- Cloud environments: AWS; OCI
- Tools: 3D Slicer, Jupyter
- Frameworks: Monai; Voxelmorph; XTK; WebGL
- GitHub; Git; Stash; JIRA
- Libraries: Pandas; OpenCV; SciKit-Image; TensorFlow, PyTorch, Keras

### Projects

- **Artificial Intelligence** (Spring 2021). Gaming project using alpha-beta pruning algorithm and the game can be played with single as well as multi player. Python
- **Bird Flocking** (Fall 2020): Visually demonstrate how collective intelligence can be modeled by giving boids simple decision-making procedures and letting them interact with the environment using boids algorithm. The project is now selected as the part of STEM – EDX out of 28 projects that were submitted. [Three.js, JS \(STEM EDX: More than one way to do it - University of Massachusetts Boston \(umb.edu\)\)](#)
- **Cloud Computing** (2017). Developed cloud services such as storage; software; infrastructure; platform dependent software with docker and automated these services using Ansible. Created, configured, and deployed DNS, NFS, FTP, Telnet, SSH, DHCP, Apache, MongoDB servers for providing the cloud services efficiently and instantly. Python, Docker, JS, HTML, CSS.

### ADDITIONAL EXPERIENCE AND AWARDS

- **Instructor (2015 – 2016)**: Taught JAVA as Special Interest group courses; average ratings of 4.8 out of 5.0.
- **Red Hat Certified Engineer** and **Red Hat Certified System Administrator** (CN:160-140-976).

### REFERENCES

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