Sabyasachi Mukherjee (ムカルジー・ショッボシャチ)

Systems Engineer, M-TEC Inc., Japan

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WORK EXPERIENCE

Systems Engineer, M-TEC Inc., Japan

Jan 2023 - current

ServiceNow Developer (Business Partner), NIandC NETSYSTEM Inc., Japan

Sep 2023 - current

- Development work on the ServiceNow platform that uses JavaScript:
  - Developing and maintaining functionality on the ServiceNow platform, mainly on the *CSM* module, using JavaScript
  - Writing integration tests and operation manuals for new and existing functionality
  - Using English language skills to investigate feasibility, methods and best practices for various functionalities, and reporting findings to the customer
- Started from zero knowledge of ServiceNow in Jan 2023 to 3 mainline certifications in 1.5 years:
  - *Certified System Administrator (CSA)* : Apr 2023
  - *Certified Application Developer (CAD)* : Jul 2023
  - *Certified Implementation Specialist – Customer Service Management (CIS-CSM)* : Jul 2024
- Workplace language is fully Japanese.

Assistant Producer, Arch Inc., Japan

Production Assistant (制作進行**),** YAMATOWORKS Inc., Japan

Apr 2022 - Nov 2022

- Supported producers and creators in the Japanese animation industry by:
  - Proposing budget allocation for different parts of the production process
  - Keeping track of schedule of projects and alerting relevant parties about possible issues
  - Communicating with creators to ensure they are able to perform their best
  - Ensuring accurate logging and records for meetings, managing communications and data flow across multiple companies.
- Workplace language was fully Japanese.

Systems Support Desk, Graphinica Inc., Japan

Aug 2021 - Dec 2021

- Provided IT support to the 3DCG team and other staff within the company by:
  - Setting up company PCs in accordance with company IT policy such as list of software
  - Communicating with overseas partner companies in English regarding software licenses
- Workplace language was fully Japanese.

Senior Software Engineer, Samsung R&D Institute, Bangalore, India

Jul 2014 - Mar 2016

- Developed the app and middleware layers of an in-house Android Digital TV app on devices geared towards the Japanese market (clients included NTT Docomo and KDDI).
- Worked on both the UI layer (Java) and the middleware layer (C++).
- Successfully provided support to the Digital TV app team by doing on-field testing and managing communications for a client product launch by using Japanese language skills.

EDUCATION

Ph.D. Candidate, The University of Tokyo, Japan

Oct 2018 - Mar 2022

Graduate School of Information Science and Technology (IST), Department of Creative Informatics

- Completed the doctoral coursework
- *Advisors:* Prof. Toshiya Hachisuka, Prof. Nobuyuki Umetani
- Research Theme: Computer Graphics (light transport simulation and deep learning-based acceleration of Monte-Carlo estimation)

M.S. in Information Science and Technology, The University of Tokyo
Apr 2016 - Sep 2018
Graduate School of Information Science and Technology (IST), Department of Creative Informatics
- *Advisor:* Dr. Toshiya Hachisuka
- Research Theme: Computer Graphics (light transport simulation, computational statistics)

B.Engg., Jadavpur University, India
Jul 2010 - May 2014
Department of Computer Science and Engineering

PUBLICATIONS
- *"Neural Sequence Transformation".* Computer Graphics Forum Vol. 40, No. 7, p. 131-140 (*Oct* 2021)
  Mukherjee, S., Mukherjee, S., Hua, B.S., Umetani, N. and Meister, D.

INTERNSHIPS

Summer Intern, Tata Consultancy Services, India
Jun 2013 - Aug 2013
- Developed and deployed a system for data storage and feed management of time series data from sensor arrays using WebSockets.
- Deployed and tested on Hadoop, HBase and OpenTSDB utilizing features such as millisecond timestamps and HTTP RESTful APIs.

PROGRAMMING EXPERIENCE
- Languages: JavaScript, Python, C++, Java (intermediate), LaTeX
- Frameworks/Platforms: ServiceNow, Pytorch

PROJECTS

Toy Ray Tracer (C++, https://github.com/smukherjee2016/ToyRT2018**)**
A rendering engine including features such as a custom scene format design and definition using JSON,
a path tracing integrator using MIS with BSDF and Emitter sampling,
and a modular path sampling interface extendable to arbitrary sampling techniques.

LANGUAGES
- Japanese (JLPT N1, Business Japanese J2)
- English (native, 325/340 and 5.0/6.0 in GRE, 118/120 in TOEFL-iBT)
- Bengali (native)

AWARDS AND HONORS
- Monbukagakusho (MEXT) Scholarship Recipient (*Apr 2016 - Sep 2021*)

MISCELLANEOUS
Group Leader and Instructor, ISA Inc.
Jun 2018 - Mar 2022
- Facilitated English language instruction at top Japanese high schools through an intensive immersion program that exposes students to critical thinking and interactive discussion in English.
- Taught the basics and fun of programming using the Scratch programming language and Sony Mesh to high-school students at top high schools.

Volunteer, *English Shower* Programme, Kudan Secondary School
Oct 2016 - Jun 2018
- Facilitated and encouraged English language communication through interactive games (word chain, telephone game, etc.).