# Shangar Muhunthan

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#### Education \_\_\_\_\_

#### **University of Toronto**

Toronto, ON Sept 2019 - Apr 2025

HONORS BACHELOR OF SCIENCE IN STATISTICS (CO-OP)

(expected)

- Specialization in **Statistical Machine Learning and Data Science**
- Courses: Probability, Statistical inference, Neural Nets and Deep Learning, Regression Analysis

#### Skills\_\_\_\_\_

- Programming Languages: Python, C++, SQL, R, C, Bash/Zsh, Rust, Cuda
- Machine Learning Libraries/Frameworks: Tensorflow, Pytorch, Numpy, Scikitlearn, Matplotlib, Pandas
- Software Libraries and Tools: Eigen, GTest, GLog, Abseil
- Operating Systems and Development Tools: Linux, Git, Shell Scripting, Vim, RStudio, Jupyter Notebook
- Build Tools and Systems: Bazel, Cargo

### Experience \_\_\_\_\_

#### **Temerity Analytics**

Toronto, ON

DATA ANALYST

Sept. 2021 - Present

- Implemented an **RL agent** to target geographical areas for advertising
- Applied statistical methodologies, including **clustering** and **dimension reduction**, for audience segmentation
- Applied **regression** techniques to forecast sales and marketing data
- Conducted research to enhance a **sentiment analysis** algorithm, resulting in a **12% performance boost**
- Managed script administration, job scheduling, deployments, and general server maintenance on **Linux servers**

## Projects\_\_\_\_\_

### Al Video Upscaler

[github] (42 **☆**)

DEVELOPER

- Leveraged **PyTorch** and Pillow to employ a pre-trained neural network for **4x upscaling** of images.
- Devised a method to address memory constraints on low-capacity GPUs

#### **Deep Q-Learning Basketball Agent**

[github]

DEVELOPER

- Developed a **Deep Q-Learning** agent and environment for optimal decision-making on an NBA court.
- Demonstrated statistical similarity between the agent and high performing players in the NBA

#### t-SNE

DEVELOPER

- Read original t-SNE paper and implemented algorithm in C++
- Optimized original t-SNE algorithm with **quad-tree** and **vantage point tree** data structure (**BH-TSNE**)