Supratim Haldar

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Website: <u>https://supratimh.github.io</u> GitHub: https://github.com/SupratimH

- Working as Manager Data Science at Head Digital Works Pvt. Ltd., a pioneer in online gaming with a rich portfolio of cricket.com, fanfight.com and ace2three.com.
- Have 6 years of hands-on experience in Data Science/Machine Learning and 10 years in Software Application development and consulting.
- At present, leading the data science team of **cricket.com** focused on Criclytics, and consumer and marketing analytics.
- Sound knowledge of Statistics and Probability Theory and Machine Learning Algorithms.
- Insightful experience in sports (especially cricket), telecommunications, online retail and any digitalservice-provider business domains.
- Experienced in working as part of both Product Development/Engineering and Project Implementation/Consulting teams across organizations.
- Good at building large-scale applications intertwined with Predictive Analytics capabilities, catering to both consumer and enterprise markets.
- Experienced in **leadership roles** with managing teams of 10+ members, mentoring and people development.

PROFESSIONAL EXPERIENCE

HEAD DIGITAL WORKS PVT. LTD. Manager – Data Science

Bangalore, India September 2019 - Present

- At present, leading the Data Science team of cricket.
- Designed and developed the following key data-driven features:
 - **Criclytics** prediction engine (<u>https://www.cricket.com/criclytics</u>) an unique feature among cricket related applications
 - Used by **35% of users** of the app.
 - Built a ML classifier and MC simulation model to predict probability of win for teams, with an accuracy of 75% on pre-game and 85% on in-game scenarios. The accuracy is among the best in industry.
 - Built a regression and MC simulation model to predict runs and wickets of players and teams before and during a game.
 - Built a rating algorithm based on Elo Rating System to calculate strength of teams and players, on which the above ML models are developed.
 - Built rule based engine to generate post-game insights like Ranking of Players and Game Changing Overs.
 - Built simulation based model to predict which teams will qualify for play-offs.
 - Fantasy Research Center (<u>https://www.cricket.com/fantasy-research-center</u>) a feature to assist fans in forming teams for daily fantasy cricket (like Dream11, Fanfight etc.)
 - Results in **15% of app usage**.
 - With linear programming optimization method generate 6-7 teams programmatically, which ranks within top 30 percentile in fantasy leagues.
 - Fetch, calculate and present relevant data required for creating fantasy teams.
 - Article Recommendation System a content-based recommendation framework

- Developed from scratch by converting content of articles into TF-IDF vectors and calculating the distance between term vectors with Cosine Similarity.
- Deployed as an API and calculates similar articles as and when a new article is published.
- Increased articles read on the platform by 12%.
- Worked with engineering team in design and development of end-to-end pipeline including deployment of the models as Flask based APIs for all the above models.
- User and Marketing Analytics
 - Designed ETL process to export data from Clevertap to in-house MySQL DB.
 - Design experiments and **perform A/B and Hypothesis Testing** to analyze behavior of app users.
 - Increased DAU by ~11% with targeted campaigns to segments of users, by segmenting users with RFM analysis on set of features.
 - \circ Developed model to **predict churn on Day-1** with ~71% recall.
 - **Reduced Day-1 by ~15%** with recommendations to product and marketing teams based on feature analysis from churn prediction model.
 - Work very closely with Product, Tech/Engineering and Marketing teams to implement changes required for user retention and engagements.

ORACLE INDIA

Solution Architect of apps and analytics products (IC Role)

- Worked as a Lead Architect of a Hybrid Cloud Solution with Predictive Analytics Capability for Communication Industry (CX on cloud, and order orchestration, service fulfillment, monetizing and analytical functionalities on premise).
 - Responsible for designing end-to-end architecture, business process framework and design of M/L framework.
 - Designed Machine Learning Model for following use cases
 - **Cluster Analysis** to generate segmented profile of customers
 - Classification model to predict whether a customer might churn, with accuracy of ~80% on real-world data

AMDOCS DEVELOPMENT LTD. Senior Subject Matter Expert

Limassol, Cyprus July 2005 - February 2009

NYC and St Louis, USA and Bangalore, India

April 2009 – September 2019

• Worked as a Development Team Lead for both Amdocs Engineering and Implementation Teams

USHACOMM INDIA PVT. LTD. Software Developer

Kolkata, India June 2003 – June 2005

 As part of Core Development Team, was involved in design and development Unicorn 6.0 product, mainly focused on Inventory Management, Dealer Management and System Administrator modules.

KEY SKILLS/KNOWLEDGE

- Programming:
 - O Proficient: Python (including Numpy, Scipy, Sklearn, Pandas, Matplotlib, Seaborn)
 - Intermediate: R (including tidyverse, tidytext)
- Database: SQL, PL/SQL, NoSQL (MongoDB)

- In-depth mathematical and hands-on understanding of M/L algorithms:
 - o Regression and Classification
 - \circ $\,$ CART and Decision Forests and other Ensemble Methods $\,$
 - K-Means Clustering, PCA, Anomaly Detection, Collaborative-Filtering and Content-Based Filtering Recommenders
- Data Ingestion (including web scraping), Data Visualization, Exploratory Data Analysis, Feature Engineering, Predictive Modelling
- Basic NLP: Data cleanup and preprocessing, POS tagging, Bag of Words vectorization
- Methodology: Waterfall, Agile and Scrum, Business Process Modelling
- Tools: MS Project, Confluence, GIT, SVN, CVS, JIRA, Quality Center etc.

PERSONAL PROJECT PORTFOLIO

A snapshot of few projects is provided below. Complete details of all projects are listed in <u>http://supratimh.github.io</u>

- <u>A complete end-to-end project: Development of a classifier to predict result of ODI cricket matches,</u> <u>before the match begins.</u> Prediction accuracy on matches of ICC World Cup 2019 outperformed Google's prediction accuracy (mine 79% vs Google's 75%).
 - Also, predicted the top 4 teams accurately before even half of the matches were played.
- Cluster analysis of batsmen in CPL
- Developed datasets through web-scraping <u>AllSides : Ratings of bias in electronic media</u> and <u>BikeWise.org : Bike related reported incidents</u>

EDUCATION

- University of Kalyani, West Bengal, India B.Tech (IT), May 2003
- Machine Learning by Stanford University (through Coursera)
- Neural Networks and Deep Learning by deeplearning.ai (through Coursera)

EXTRA-CURRICULAR ACTIVITIES/ADDITIONAL SKILLS/HOBBIES

- Photography (<u>https://500px.com/supxyz</u>)
- Sports: Cycling, Running, Badminton, Table-Tennis
- Reading fiction, non-fiction, biographies and autobiographies