

SNEHA MONDAL

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ABOUT

Dedicated and passionate academic professional with a strong commitment to teaching, research, and student development. Possess a sound understanding of computer science concepts and a keen interest in applying theoretical knowledge to practical and innovative solutions. Experienced in guiding students, developing engaging learning environments, and supporting academic projects. Committed to continuous learning, research advancement, and contributing to the academic and professional growth of students and the institution.

EDUCATION

10 th Dwarikanath Balika Vidyalaya	2017
12 th Raibaghini High school	2019
B.tech CSE Swami Vivekananda University	2024
M.Tech CSE Swami Vivekananda University	2026

TECHNICAL SKILLS

- Programming Languages: C, Python, HTML, CSS, JavaScript
- Database & SQL: MySQL, SQL, PL/SQL
- Core Computer Science: DBMS, Software Engineering
- Tools & Technologies: MS Office (MS Word, MS Excel, PowerPoint)

WORK EXPERIENCE

Teaching Assistant

Department of Computer Science & Engineering (CSE)
Swami Vivekananda University

- Assisted in conducting lectures, laboratory sessions, and tutorials.
- Supported students with programming concepts, assignments, and academic activities.
- Assisted faculty members in course-related and departmental activities.

ACADEMIC PROJECT

BLOCKCHAIN CROWDFUNDING PLATFORM

B.tech major project

- Developed a decentralized platform using blockchain technology to facilitate transparent, secure, and efficient fundraising for individuals and businesses.
- smart contracts for automated fund allocation, removing intermediaries and reducing fees.

- Ensured global accessibility and enhanced investor trust through transparent, tamperproof ledger systems.
- Utilized Ethereum blockchain, Solidity for smart contracts, and Web3.js for decentralized application integration.

PYTHON-AUTOMATED-GAME-USING-BODY-GESTURE (2nd position)

TECH FEST 2024

- Built a gesture-controlled game using Python, OpenCV, and MediaPipe.
- Enabled real-time body movement tracking for game interaction.
- Implemented gesture recognition using computer vision techniques (e.g., webcam input processing).

Emotion Recognition using ECG & GSR Signals through attention-based CNN-LSTM architecture M.Tech. Major Project

- Developed a multimodal deep-learning model using ECG and GSR physiological signals for emotion classification.
- Designed an Attention-based CNN-LSTM architecture to learn spatial/morphological features and temporal dependencies from physiological time-series data.
- Implemented multimodal fusion and SHAP-based Explainable AI (XAI) to identify important physiological features contributing to model predictions.
- Compared the proposed approach with SVM, KNN, Random Forest, CNN-only and LSTM-only models.
- Achieved 92.0% classification accuracy and 91.9% F1-score on the evaluated task.