Adit Deshpande

Machine Learning Enthusiast · Technical Blogger · Kaggle Competitor

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Education

UCLA (University of California, Los Angeles)
Los Angeles, CA

B.S. in Computer Science, Graduation Date: 2019, Major GPA= 3.36
Sept. 2015 - PRESENT

- Notable UCLA Coursework: Data Structures, Calculus of Several Variables, Computer Organization, Logic Design of Digital Systems
- Independent Coursework (Coursera): Machine Learning, Introduction to Genomic Technology
- **Fluency:** C++, Python **Proficiency:** Javascript, Matlab **Familiarity:** Java

Experience

UCLA Department of Neurology and Computer Science
Los Angeles, CA

Undergraduate Researcher
May 2016 - Present

- Working under Professor Fabien Scalzo to implement computer vision algorithms that assist in the detection of the arterial input function (AIF) in order to better quantify cerebral blood flow and provide more informed diagnoses for ischemic stroke patients.
- Using Matlab as computing and programming framework.
- In the process of writing a research paper for submission to ISVC 2017.

U.S Naval Research Laboratory
Washington D.C

Computer Engineer Intern
June 2016 - Sept. 2016

- Developed object localization algorithms through convolutional neural networks for deployment on IBM's TrueNorth neuromorphic chip and for use on an underwater robotics program.
- Wrote Matlab functions and shell scripts to format and preprocess datasets.
- Implemented a selective search and sliding window based approach to localization.
- Trained a CNN to place bounding boxes over objects of interest with a classification accuracy of 92.86%.

Projects

Technical Blog

HTTPS://ADESHPANDE3.GITHUB.IO/
July 2016 - Present

- Wrote several blog posts on deep learning and convolutional neural networks, as well as summaries of major research papers.
- Received over 106,000 page views and was featured as a guest post on KDnuggets.

Kaggle Competitions

Written in Python
Aug. 2016 - Present

- Created programs that utilized ML techniques such as nearest neighbors, SVMs, and decision trees for both classification and regression tasks with specific datasets.
- Have placed in the top 30% in 2 Kaggle Machine Learning competitions.

MLB Win Predictor Neural Network Program

Written in Lua
April 2016 - May 2016

- Implemented a linear regression program that outputs the predicted number of wins for a baseball team given information about relevant statistics for the specific year.
- Classified teams' records within an average of 3 games (1.85%).

Sensor Data Collection App

Written in Java
Nov. 2015

- Built an app that collects, organizes, and displays information about all of the phone's available sensors (accelerometer, gyroscope, etc) and their current values.