# **Intern Connect**

## AI Engineer

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#### **EDUCATION**

## University of California, Berkeley - Berkeley, CA

Bachelor of Science in Computer Science Expected Graduation Date: May 2024

Cummulative GPA: 3.90/4.00

• Relevant coursework: Advanced Image Processing, Deep Learning for Vision, 3D Computer Vision

# **SKILLS**

• Languages: Python, C++, MATLAB, Java, R

• Tools: OpenCV, TensorFlow, PyTorch, Caffe, PCL (Point Cloud Library)

#### **EXPERIENCES**

### **CV** Developer Trainee

Innovative Vision Solutions | San Jose, CA | Jan 2023-Mar 2023

- Assisted in the development of a driver assistance system using stereo vision
- Implemented image stitching algorithms for panoramic imaging applications
- Collaborated with the robotics team to integrate vision systems for navigation

#### **Research Assistant**

UC Berkeley Vision Lab | Oakland, CA | Sep 2022-Dec 2022

- Contributed to a project on scene understanding using deep learning, achieving state-of-the-art results
- Developed a real-time gesture recognition system for interactive applications
- Presented a seminar on 'Challenges in Modern Computer Vision' to students and faculty

### **Vision Intern**

VisionTech Labs | San Francisco, CA | Jun 2022-Aug 2022

- Developed an object detection system that improved warehouse automation accuracy by 15%
- Collaborated with a team to design a facial recognition prototype for security applications
- Optimized computer vision algorithms, reducing computational time by 25%

#### **PROJECTS**

### **Smart Surveillance System**

- Designed a system to detect and track intruders in real-time using CCTV footage
- Integrated an alert mechanism to notify security personnel of potential breaches

# **Smart Surveillance System**

- Developed an AR app that provides product information when pointed at items in a store
- Implemented a virtual try-on feature for clothing and accessories using pose estimation