

Aditya Ganeshan

INCOMING CS PhD, BROWN UNIVERSITY, US

EDUCATION	Brown University, US <i>Doctor of Philosophy, Computer Science,</i>	August 2021 onwards
	Indian Institute of Technology, Roorkee, India <i>Integrated Master of Science, Applied Mathematics,</i> <i>Thesis: Per-pixel feedback for improving semantic segmentation</i>	August 2012 - July 2017
PROFESSIONAL EXPERIENCE	Researcher <i>Preferred Networks, Inc., Japan</i>	December 2018 - May 2021
	Research Assistant <i>Video Analytics Lab, Indian Institute of Science</i>	2017 - November 2018
SCHOLARSHIPS & AWARDS	<i>Winner, Deep Perception Hackathon, Machine Learning Tokyo</i> <i>Winner, AutoNUE: Scene Understanding Challenge, ECCV, Germany</i> <i>INSPIRE Scholarship, Indian Institute of Technology, Roorkee</i>	September 2019 September 2018 August 2012 - July 2017
TEACHING EXPERIENCE	<i>DS-265: Deep Learning for Computer Vision</i> <i>Teaching Assistant with Professor Venkatesh R. Babu</i>	June 2017 - March 2018
REVIEWING	<i>ICCV 2021: International Conference on Computer Vision</i> <i>ICML 2021: International Conference on Machine Learning</i> <i>CVPR 2021: Computer Vision and Pattern Recognition</i> <i>NeurIPS 2020: Neural Information Processing Systems</i> <i>ECCV 2020: European Conference on Computer Vision</i> <i>AAAI 2020: AAAI Conference on Artificial Intelligence</i>	May 2021 February 2021 December 2020 July 2020 March 2020 December 2019
INTERN ADVISING	<i>Quang Nguyen: Improved one-shot model for Multiple Object Tracking</i> <i>David Samuel: Meta-learning Extractors for Music Source Separation.</i>	Summer 2020 Summer 2019
PAPER UNDER REVIEW	A. Ganeshan , A. Vallet, Y. Kudo, S. I. Maeda, T. Kerola, R. Ambrus, D. Park, A. Gaidon, <i>Improving Semantic Segmentation via Cycle-consistent Video Auto-labelling.</i>	
JOURNAL ARTICLE	M.K. Reddy*, A. Ganeshan* , R. V. Babu, <i>Generalizable data-free objective for crafting universal adversarial perturbations.</i> <i>(TPAMI'18) IEEE Transactions on Pattern Analysis and Machine Intelligence, 2018.</i>	

* equal contribution

CONFERENCE PUBLICATIONS	F. Matulic, A. Ganeshan , H. Fujiwara, D. Vogel, <i>Phonetroller: Visual Representations of Fingers for Precise Touch Input when using a Phone in VR.</i> (CHI'21) <i>ACM CHI Conference on Human Factors in Computing Systems 2021.</i>	
	D. Samuel, A. Ganeshan , J. Naradowsky <i>Meta-learning Extractors for Music Source Separation.</i> (ICASSP'20) <i>International Conference on Acoustics, Speech and Signal Processing 2020.</i>	
	A. Ganeshan , B. S. Vivek, R. V. Babu, <i>FDA: Feature Disruptive Attack.</i> (ICCV'19) <i>International Conference on Computer Vision, 2019.</i>	
	J. N. Kundu*, A. Ganeshan* , R. M Venkatesh*, A. Prakash , R. V. Babu, <i>iSPA-Net: Iterative Semantic Pose Alignment Network.</i> (ACMMM'18) <i>ACM International Conference on Multimedia 2018.</i>	
WORKSHOP PAPERS	J.N. Kundu*, R. M Venkatesh*, A. Ganeshan* , R. V. Babu, <i>Object Pose Estimation from Monocular Image using Multi-View Keypoint Correspondence.</i> (ECCV-W'18) "Geometry Meets Deep Learning" Workshop 2018.	
DISSERTATION	A. Ganeshan , <i>Per-Pixel Feedback for improving Semantic Segmentation.</i> <i>Master's Dissertation, Indian Institute of Techonology, Roorkee, 2017.</i>	
SERVICE	Member of Global Internship Committee <i>Preferred Networks Inc, Japan</i>	May 2019 - November 2020
	General Secretary, <i>Music Section, IIT Roorkee</i>	May 2015 - May 2016
	Finance Coordinator, <i>Watch Out! News Agency, IIT Roorkee</i>	August 2012 - August 2015
SIDE PROJECTS	A Special Place in Hell A casual projectile-shooting game with a morbid sense of humour. DRL in CV A personally curated course in Deep RL in computer vision.	
GITHUB PROJECTS	flying_furniture Code for creating <i>The Flying Furniture</i> dataset. render_wt_pt_proj Code for Rendering with blender, and 3D keypoints to 2D projection. universal_pytorch Batch implementation of <i>DeepFool</i> , and <i>Universal Adversarial Perturbations</i> on pytorch. defence_against_the_dark_arts Evaluation of various defense mechanisms against various UAP generation algorithms. multi_arm_bandit Extensible multi-arm-bandit environment implementation for <i>OpenAI Gym</i> .	

* equal contribution