Caleb Jones Shibu

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Machine Learning - Software Engineer

 $Python \bullet Pytorch \bullet TensorFlow \bullet OpenCV \bullet LLM$

EXPERIENCE

Computer Connection Wisconsin

Reedsburg, WI

July 2025 - Present

Web developer (LLM Engineer)

- Web Maintenance: Maintained and updated multiple CCWIS websites.
- RAG Chatbot: Developed and deployed a CCWIS chatbot to provide customer tech support, with integrated human-agent escalation and a ticket-based support system.

Allen Institute

Seattle, WA

Software Engineer II (Machine Learning)

March 2024 - March 2025

- Cellpose: Improved Cellpose model performance by 22% (AUC-ROC) for real-time neuron segmentation by implementing PyTorch-based transfer learning, resulting in automated voltage imaging analysis and reduced manual annotation time by 2 hours per week.
- iGluSnFR Simulation Pipeline: Developed a simulation pipeline for iGluSnFR-expressing dendrites, optimizing 12+ parameters to replicate microscope imaging conditions, enabling ground-truth validation of motion correction algorithms.
- iGluSnFR Motion Correction: Engineered a motion correction pipeline for dendritic imaging that maintained subcellular tracking accuracy during extreme motion, outperforming existing methods like Suite2p, CaImAn, and PatchWarp.
- iGluSnFR Source Extraction: Contributed to an OpenCV-based super-resolution microscopy source extraction pipeline to identify synapses within dendrites, advancing iGluSnFR indicator data analysis techniques.
- iGluSnFR Image Processing Methods: Co-authored an upcoming paper detailing novel image processing methods for iGluSnFR indicator data analysis.

Biotronics

Ames, IA

Machine Learning Engineer

Jan 2024 - Feb 2024

• ML Model Explainability: Enhanced ResNet-50 model interpretability for livestock fat prediction by integrating SHAP (SHapley Additive exPlanations) and Grad-CAM, improving stakeholder trust in predictions by quantifying feature importance.

University of Arizona

Tucson, AZ

Graduate Research Assistant

Aug 2021 - Dec 2023

- Baseline Task: Developed a PyGame-based finger-tapping and imaging rating application for the baseline task in the Theory of Mind Computer Architecture for Teams (ToMCAT) project.
- Data Acquisition: Built ETL pipelines for acquiring and preprocessing Eye-tracking, fNIRS, and EEG data from over 100 subjects.
- Real-Time Physio Visualization: Developed a PyQT5 tool to plot EEG and fNIRS signals multicasted over network using LSL in real-time.
- Data Conversion and Labeling: Automated conversion of XDF files (EEG, fNIRS, Eye-tracking) into labeled CSV files;
 implemented channel quality assessment and motion artifact filtering for EEG and fNIRS signals, streamlining analysis preparation.
- Conference Paper: Conducted machine learning-based classification experiments using a multimodal dataset and authored a paper accepted at NeurIPS 2023.

Sree Chitra Tirunal Institute for Medical Sciences & Technology

Kerala, India

Project Scientist

Jan 2021 - July 2021

- Neurofeedback Game: Built a neurofeedback game application that filtered fNIRS signals in real-time, predicted brain states using a deep learning model, and incorporated predictions into a PyGame interface, advancing brain-computer interface research.
- **xAI fNIRS System**: Developed an explainable AI application for fNIRS signal classification using DeepSHAP, enhancing interpretability of brain state predictions; published in *Frontiers in Human Neuroscience*.

St. Jude Children's Research Hospital

Memphis, TN

Research Intern Sep 2020 – Jan 2021

o Active vs Passive Brain Activation: Developed deep learning—based classification of active vs. passive brain state associated with single-trial lower limb motor preparation in stroke patients.

Sree Chitra Tirunal Institute for Medical Sciences & Technology

Kerala, India June 2019 – Sep 2020

Research Intern

- ML Classification of fNIRS Signals: Created handcrafted features for fNIRS signals using PCA and ICA, improving classification accuracy of SVM and k-NN models.
- Deep Learning Classification of fNIRS Signals: Developed CNN and LSTM models using sliding windows to treat fNIRS signals as images, boosting accuracy from 55% to 97%. Addressed data scarcity by augmenting dataset dimensionality. Part of this work was presented at an IEEE conference in Japan.

Academic Projects

- RL-Bowling: Developed a reinforcement learning based bowling game using OpenAI Gym environment. (Feb '25)
- Resume-GPT: A Streamlit-based chatbot application that utilizes GPT-3.5-turbo, enabling users to interact and ask questions about a person's background based on their resume. (Oct '23)
- Grocify: A web application, developed using Django and React and deployed on the Google Cloud Platform, enhances the grocery list-making experience and is accessible on both PC and mobile devices. (May '23)
- ToMCAT-offline-Viz: PyQt5-based GUI not only visualizes the TOMCAT dataset but also presents detailed views of EEG and fNIRS signals, providing a thorough understanding of brain activities. Moreover, it offers a topological perspective, mapping these neural signals in a spatial context. This enhances the user's comprehension of cognitive processes and aids researchers in observing how team interactions evolve across various tasks and environments. (May '23)
- Data poisoning in Machine Learning: Explored an approach to poison a Machine Learning Model by attaching a Trojan Net which makes the model misclassify with high accuracy (Dec '22)
- Multi-Modal emotion recognition: Worked on a diffusion-based deep neural network that classifies emotions from a multimodal dataset. (Aug '22 Dec '23)
- fNIRS data augmentation with GANs: Using Python implemented a GAN model which generated synthetic fNIRS data to solve issues related to fNIRS data acquisition and model training. (Nov '21)
- Explainable medical image classification: Developed a model which was able to classify Covid19 chest X-ray with an accuracy of 90% and ISIC Skin cancer dataset with an accuracy of 70%. The model classification was explained using LIME, GradCam HeatMap, and Saliency Maps. (Nov '21)

EDUCATION

University of Arizona

Tucson, Az

Masters in Computer Science (Full Academic Scholarship)

Aug 2021 - Dec 2023

Courses: Advance Topics in Artificial Intelligence, Principles of Machine Learning, Design and Analysis Of Algorithms, Computer Vision,

Computer Security, Software engineering, Advanced-Data Visualization

Goa University

Goa, India

Bachelor of Computer Science

Aug 2014 - May 2018

SKILLS SUMMARY

- Languages: (Proficient) Python and MATLAB; (Familiar) C, C++, C#, SQL, Django, PostgreSQL, BASH
- Tools: Pytorch, TensorFlow, langchain, Plotly, IPython, Excel, Keras, Scikit-learn, streamlit, pygame, Bash, SSH, GCP, Nextflow, MLflow, OpenAI Gym

PUBLICATIONS

Caleb Jones Shibu, Sujesh Sreedharan, Arun KM, and Chandrasekharan Kesavadas. "Comparison of classification performance of handpicked, handcrafted, and automated-features for fNIRS-BCI system". In: 2020 5th International Conference on Intelligent Informatics and Biomedical Sciences (ICIIBMS). IEEE, 2020, pp. 152–157

Caleb Jones Shibu, Sujesh Sreedharan, Arun KM, Chandrasekharan Kesavadas, and Ranganatha Sitaram. "Explainable artificial intelligence model to predict brain states from fNIRS signals". In: Frontiers in Human Neuroscience Brain-Computer Interfaces (2023)

Adarsh Pyarelal, Eric Duong, Caleb Jones Shibu, Paulo Soares, Savannah Boyd, Payal Khosla, Valeria Pfeifer, Diheng Zhang, Eric S Andrews, Rick Champlin, Vincent Paul Raymond, Meghavarshini Krishnaswamy, Clayton Morrison, Emily Butler, and Kobus Barnard. "The ToMCAT Dataset". In: *Thirty-seventh Conference on Neural Information Processing Systems Datasets and Benchmarks Track.* 2023. URL: https://openreview.net/forum?id=ZJWQfgXQb6

Caleb Jones Shibu. "Decoding Emotional Responses: A Comparative Study of fNIRS and EEG Neuroimaging Techniques". In: (2023). URL: https://repository.arizona.edu/handle/10150/670846