

# CHINMAYA LAD

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## PROJECTS

### NEURAL STYLE TRANSFER 🔗

- Implemented a Neural Style Transfer model for performing artistic style transfer from an impressionist painting to a normal image in **PyTorch**.
- Trained the model on **Perceptual Loss** calculated using the **VGG-16** network trained for classification.
- Developed **Conditional Instance Normalization** for transferring multiple styles using a single network.
- Used the same model for **real-time** artistic style transfer on video input.

### IMAGE GENERATION USING SELF-ATTENTION 🔗

- Developed a Generative Adversarial Network with a Self Attention mechanism for generating artificial images in **PyTorch**.
- Compared the results with DCGAN using **Fr chet Inception Distance** as the evaluation metric.

### AMAZON DYNAMO STYLE STORAGE 🔗

- Designed a distributed **key-value** storage system using Android emulators as distributed servers.
- Implemented **Partitioning**, **Replication** and **Failure handling** to provide **Linearizability** and **Availability** at same time.

### KEY THRESHOLDING 🔗

- Implemented **Shamir's Secret Sharing Algorithm** for key thresholding using **Lagrange's Interpolation** and **Elgamal Encryption** as encryption base.

## EXPERIENCE

### Deep Learning Research

#### University at Buffalo

📅 June 2019 – Dec 2019

📍 Buffalo, NY

- Developed a Semi-Supervised Segmentation technique using Adversarial loss for Medical Image dataset, to deal with the lack of properly labeled data.
- The segmentation architecture uses DeepLabV3 model trained alongside an adversarial **Multiscale L1 Loss** in PyTorch.
- Achieved a F1 score of 94.2% on Mouse Kidney Dataset for glomureli detection.

### Software Developer

#### Mirraw Online Services

📅 Nov 2016 – June 2018

📍 Mumbai, India

- Examined server-side security vulnerability and feature development on **Ruby on Rails** framework.
- Ownership of Android Development improved feature usability and implemented UX enhancement for the application.
- Optimized GPU rendering performance leading to an improved play-store ranking of the app.
- Restructured the code base for better performance and minimized code redundancy.
- Introduced a modular approach and proper coding standards in the project for re-usability and understanding.

### Developer Intern

#### e-Yantra, IIT Bombay

📅 May 2015 – July 2015

📍 Mumbai, India

- Developed "Fireblocks" (Embedded Programming Tutor).
- Implemented Web application using **PHP Laravel Framework** along with Google's **Blockly Library**.
- Implemented server-side code generation and compiling mechanism.

## EDUCATION

Master of Science (Computer Science)

**University at Buffalo**

📅 Aug 2018 – Feb 2020

📍 Buffalo, NY

Bachelor of Engineering (Computer Engineering)

**University of Mumbai**

📅 Aug 2012 – July 2016

📍 Mumbai, India

## COURSES

Machine Learning

Deep Learning

Computer Vision

Distributed Systems

Computer Security

## TECHNICAL SKILLS

- Java, Python, Ruby, and C.
- Pandas, Numpy, Scikit-learn.
- PyTorch, Keras, Tensorflow.
- Crypto, OpenCV, Pillow.
- Ruby on Rails, Laravel, Django.
- SQL, MySQL, PostgreSQL.

## SOFTWARE SKILLS

- Eclipse
- Android Studio
- Linux OS (Fedora/Ubuntu/CentOS)

## ACHIEVEMENTS

- 🏆 **1<sup>st</sup> place in e-YRC 2015**
- 🏆 **1<sup>st</sup> place in e-Yantra Robotics Competetion** for theme Warehouse Management organized by e-Yantra, IIT Bombay.