

Chinmay Tyagi

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EDUCATION

University of California, Irvine

Sept 2017 – June 2021

BS in Computer Science, Minor in Mathematics

Relevant Coursework

CS 178: Machine Learning

CS 116: Computer Vision

CS 53: System Design and Operating Systems

Activities: Hedge Fund Society (Board Member)

CS 161: Analysis of Algorithms

Math 130 Series: Stochastic Processes

Math 13: Abstract Mathematics

WORK EXPERIENCE

Software Engineering Intern @ Intel, Hillsboro

June 2020 – Dec 2020

The Visual Cloud team processes & delivers cloud-based media for sports and entertainment

Created a solution for 360° live streaming, resulting in 31% bandwidth savings

Currently filing a patent for adaptive bitrate streaming on 3D data

www.intel.com/content/dam/www/public/us/en/documents/white-papers/volumetric-vod-white-paper.pdf

Teaching Assistant, Discrete Math @ UCI, Irvine

Mar 2020 – June 2020

Assisted in teaching the course, and independently held weekly office hours

Software Engineering Intern @ eKryp, San Francisco

June 2019 – Aug 2019

Designed and programmed an Android app for providing service on mobile devices

Developed app with two-factor authentication and integrated with ML-based backend

Analyst Intern @ Science Philanthropy Alliance, Palo Alto

June 2018 – Sept 2018

Managed a Salesforce CRM for a \$30 million portfolio

Tracked client analytics using Tableau; Analyzed and presented findings weekly to increase donation rate

RESEARCH

UC Irvine Center for Machine Learning

Oct 2018 – March 2019

Assisted Prof. Pierre Baldi in research on predicting human behavior based on brain activity

Transformed a dataset of brain signals into a time series regression model via Fourier analysis

Stanford Artificial Intelligence Lab

June 2017 – Aug 2017

Created a model to predict behavior of collisions between rigid-body systems

My work was used in a paper published in the 2018 International Symposium on Experimental Robotics

https://link.springer.com/chapter/10.1007/978-3-030-33950-0_37

SKILLS & PROJECTS

Programming Languages: Python, C/C++, C#, R, Java, JavaScript

Other: Linux, Docker, AWS, Unity, Tableau, Latex

Artificial Art with Neural Style Transfer

Built a convolutional neural network using Tensorflow to paint any image into artwork

Ex: "Picasso-ify" a selfie of myself to by transferring the style of one of his paintings

Trading Algorithm using Mean Reversion

Developed an algorithm which determines stocks to short based on premarket activity

Program scrapes indicators and feeds data into random forest classifier with a win/loss ratio of 2 to 1

Web Search Engine

Implemented a search engine for school's CS department webpages

Sorted tokenized webpages based on query similarity, utilizing a vector model

Checkers AI

Wrote an algorithm to play checkers against CPUs of various difficulty levels

Implemented alpha-beta pruning to look ahead for the best possible move

Created several heuristic functions to evaluate the score of a player, and to calculate the best move

Extracurriculars: Eagle Scout, Club Soccer, Poker

Status: U.S. Citizen