OSAHOR Michael Uche

electronicshelf.github.io github.com/electronicshelf

Interests

• Machine Learning: Deep learning, Computer vision, Image quality assessment, Adversarial learning, Object detection, AR/VR.

Programming Skills

- Platforms: PyTorch, Tensorflow, PyCharm, TorchScript, SLAM, Flask, MATLAB, Linux, Kinect-SDK, and GIT.
- Languages: Python, C#, C/C++, SQL, Java, PHP

Projects/Expertise

- Facial Synthesis: Deployed an image synthesis project that converts facial sketches to facial RGB images of different ethnic backgrounds..
- GAN Models: Implemented various GAN models (STAR, CYCLE, VANILLA, QAGAN, FFGAN, etc) for Quality enhancement, attention and various image synthesis applications.
- Multiple Dataset Integration: Collected and annotated of over 400,00 sketches, collated from CelebA, Fair-Face and LFW datasets to implement image synthesis GAN models.
- Adversarial Attack: Developed an adversarial framework to compromise classification of neural networks.
- Image Quality Enhancement: Improved the perceptual quality of images using Image quality assessment statistics for both Full reference, Supervised and Unsupervised cases.
- Robotics: Applied both forward and inverse kinematics for Gesture Control of a robotic Arm.

EXPERIENCE

Apple Inc Cupertino, California Aug. 2018 - Present

• Display ML-Algorithm Intern

- Applied deep learning frameworks such as Pytorch with hands on expertise for various data types.
- Generative adversarial modeling and analysis of deep generative networks using various statistical techniques.
- Designed and implemented innovative algorithms for display performance enhancement using deep learning
- Extensive data analysis to establish performance metrics and requirements through measurement and modeling

Deep Lab Morgantown

Graduate Research Assistant

Aug. 2018 - Present

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- Studying disparities between ethnic groups and over a million identities, aimed at reducing bias based learning
- Data integration of over 400,00 sketches from CelebA, Fair-Face and LFW datasets for sketch to image synthesis.

Neuro Lab Montana

 $Graduate\ Research\ Assistant$

Aug. 2017 - July. 2018

- Built an image processing framework to track the dynamics of neuron activity in brain vesicles.
- Implemented python scripts to analyse data obtained from neuron activity.

EDUCATION

West Virginia University

Morgantown, WV

Doctor of Philosophy in Electrical Engineering (Deep/Machine Learning) CGPA: 3.83

Aug. 2018 - December 2022

Montana State University

Obafemi Awolowo University

Morgantown, WV Aug. 2017 - July 2018

Graduate Courses (Neuro Engineering) CGPA: 3.90

Master of Science (Control and Instrumentation Engineering)

Jan. 2013- July. 2015

Ile-Ife, NG

SELECTED PUBLICATIONS

- Osahor Uche, Nasrabadi, N.M: Ortho-Shot: Low Displacement Rank Regularization with Data Augmentation for Few-Shot Learning (WACV 2022).
- Osahor Uche, Nasrabadi, N.M: Quality map fusion for adversarial learning (BMVC 2021).
- Osahor Uche, Kazemi, H., Dabouei, A., Nasrabadi, N.M: Quality Guided Sketch-to-Photo Image Synthesis, Computer Vision and Pattern Recognition Workshop on Biometrics (CVPRW), 16 June, 2020.
- Osahor Uche and Nasrabadi, N.M: Deep adversarial attack on target detection systems, In Artificial Intelligence and Machine Learning for Multi-Domain Operations Applications (Vol. 11006, p. 110061Q International Society for Optics and Photonics, May 2019.
- Osahor Uche and Lawrence Kehinde: Development of a Gesture Detection System for the Control of a Robotic Arm ISSN: 2375-3846, 2016; 3(1): 17-24 published online February 2, 2016.

LEADERSHIP

- Supervision: IEEE Transactions, WACV, etc
- Mentorship: Supervised over 120 undergraduate students in courses related to electrical engineering and Computer Science

Honor/Awards

- Reviewer: IEEE Transactions, WACV, etc
- Supervision: Supervised over 120 undergraduate students in courses related to electrical engineering and Computer Science
- Mentorship: Mentored minority students for graduate admissions in STEM related fields.