

# MANASI MUGLIKAR

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[GitHub](#) ♦ [LinkedIn](#)

## EDUCATION

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### Carnegie Mellon University

Master of Science in Electrical and Computer Engineering

*Present*

GPA: 3.92/ 4.00

### Birla Institute of Technology and Science, Pilani

Bachelor of Engineering in Electrical and Electronics

*July 2016*

GPA: 3.93/ 4.00

## TECHNICAL STRENGTHS

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### Programming Languages

Python, C/C++, MATLAB

### Software & Tools/Libraries

Torch, Caffe, Tensorflow. OpenCV, OpenGL, LabView, Verilog

### Design/Simulation Environments

LTSpice, Hspice, OrCAD, AutoCAD, Solidworks, LATEX

## WORK EXPERIENCE

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### Illumination and Imaging Lab

*Computer Vision Research Intern*

*Present*

- Designed an imaging pipeline using ROS for data collection using [Episcan](#) on a mobile robot. Performed visual odometry and SLAM using this sensor.
- Implemented ROS drivers for [EpiToF](#) sensor.

### Nexustec GmbH

*Research Intern*

*Spring 2016*

- Developed a Camera and Hardware system for Embedded Machine Vision Application.
- Interfaced two cameras with raspberry pi and used stereo vision algorithm to calculate the depth of the scene, using OpenCV library in C++ programming language

### Pupil Labs

*Intern*

*Summer 2015*

- Contributed to open source eye tracking platform by speeding up the algorithm (x2) using Cython compiler.

## PROJECTS

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### Vision based eye-gaze tracking

*Spring 2017*

- Implemented a feature-based approach for eye center localization that can efficiently and accurately locate and track eye centers in low-resolution images and videos taken with a webcam using OpenCV library in C++.

### Learning to map environments from raw images

*Spring 2017*

- Developed a method to directly train a network that maps first-person images to a 2D top-down occupancy grid around the robot's current position using Tensorflow.
- Used LSTM layer, allowing the network to make continuous free space estimates over a continuous trajectory.

### Relighting Animated Eyes

*Spring 2017*

- Used environment maps to render realistic animation eyes. Used Blender to render animated eyes in a scene.

### Diffusion Imaging

*Fall 2014*

- Used Higher Angular Resolution Diffusion Imaging (HARDI) to identify the accuracy of fiber tracts that can be reconstructed while adopting the clinical Diffusion Imaging.

### High Performance Ternary Adder using CNTFET

*Fall 2014*

- Modeled Carbon Nanotube Field Effect Transistors(CNTFET) based multi valued logic half adder circuit design and simulated using HSPICE.
- [High Performance Ternary Adder using CNTFET](#) Paper Published in IEEE Transactions on Nanotechnology