# Elliot Saba

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#### **ACADEMIA**

- University of Washington, B.S. (2011) M.S. (2014) Ph.D. (2018) Electrical Engineering, Focus on Digital Signal Processing, Machine Learning, Real-Time Systems
- **Ph.D. Dissertation:** "Techniques for Cough Sound Analysis," a deep learning system to detect cough sounds and classify tuberculosis using low-power embedded hardware.
- M.S. Thesis: "A Fresh Look at Functional Connectivity," a set of signal processing tools to aid in neuroimaging analysis for understanding long-range communication within the brain.
- **Pending Publication:** "Sparse Separable Convolutional Networks," a new optimization for neural networks exploiting sparsity in large-scale computer vision models.

#### **SKILLS**

- Proficient in C/C++, Python, Julia, MATLAB, C#, Javascript
- Experience with Assembly, Perl, PHP, Objective-C, CUDA/OpenCL
- Areas of expertise: **DSP**, machine learning, parallelization, wireless communications, optimization for real-time systems, web service development.

#### **EXPERIENCE**

#### **TEACHING**

# PMP EE 596 Predoctoral Lecturer, University of Washington, 2013/2014/2015

- Created and taught a new Professional Masters Program class focusing on real-time sensing and control applications on smartphones

#### RESEARCH

#### Graduate Research Assistant, UW Department of Computer Science,

Ubiquitous Computing Laboratory, March 2014-Present

- Author signal processing and extraction algorithms used in a variety of situations, including estimation of natural physical processes, wireless communications, and signal synthesis.
- Built a Wi-Fi (802.11b/g) decoder for software defined radio
- Coauthor of WiBreathe [1], a noncontact wireless system to determine breathing rate
- Coauthor of SpiroCall<sup>[2]</sup>, using old telephone infrastructure for lung function measurement

# **EMPLOYMENT**

#### Research Intern, Microsoft Research, Summer 2015, Summer 2017

- Prototyped new data collection methods for a wearable health sensing device
- Developed a framework to apply approximating optimizations to deep neural networks

# Research Intern, Oculus Research, Summer 2016

- Built a prototype pulsed sonar system for real-time object tracking and scene understanding

# **OPENSOURCE ACTIVITIES**

# Julia Developer, 2013-Present

- Core Julia<sup>[3]</sup> developer, responsible for, among other things, much of the infrastructure, binary dependency building, and quality-of-life maintenance of the language.

[1] WiBreathe: https://goo.gl/rj9iJ6 [2] SpiroCall: https://goo.gl/h11ZAd

[3] The Julia Language: https://julialang.org