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Ankita Christine Victor

CONTACT	International Insititute of Information Technology, Bangalore 26/C, Electronic City Bangalore, 560100 Linkedin Github	+91 9844044578 Ankita.Victor@iiitb.org ankitacvictor@gmail.com
EDUCATION	International Insititute of Information Technology, Bangalore Integrated Masters in Computer Science (5th/Final year)	Aug 2014 - Present (CGPA 3.66/4.00)
	Army Public School, Bangalore Senior Secondary School (CBSE)	Jun 2012 - May 2014 (95.6%)
	Sacred Heart Girls High School, Bangalore Secondary School (CISCE)	Jun 2002 - May 2012 (96.9%)
INTEREST AREAS	Primary — Computer Graphics, Virtual, Augmented and Mixed Reality Secondary — Deep Learning, Data Visualization	
SKILLS	C++, OpenGL, Python, Graphic Design, English Language Communication Unity	
EXPERIENCE	Graphics-Visualization-Computing-Lab Graduate Thesis Student	Jan 2019 - Present
	International Insititute of Information Technology, Bangalore Teaching Assistant CS606 Computer Graphics	Jan 2019 - Present
	Microsoft Software Engineering Intern Developed a novel, statistical, string compression algorithm for in-memory databases.	May 2018 - Jul 2018
	International Insititute of Information Technology, Bangalore Teaching Assistant CS304 Introduction to Computer Graphics	Aug 2017 - Dec 2017
	Amazon Software Engineering Intern Developed a data correction tool for corrupt databases.	Jun 2017 - Aug 2017
	Design Across Cultures — MediaLAB Amsterdam/Cisco Research Intern Researched and developed a social-context aware, technology-based solution for e-waste.	Sep 2015 - Jan 2016
ARTICLES & PUBLICATIONS	Victor, Ankita Christine, and Shrisha Rao. "Analytics on the Cloud." <i>IEEE Potentials</i> 37.4 (2018): 24-27.	

PROJECTS

Synthesis of Virtual Worlds (Ongoing Masters' Thesis) Researching the synthesis of 3D worlds from monocular images by understand layout, geometric and semantic context.

Deep Learning for Speech Animation Used Recurrent Neural Networks to map audio to lip movement, and Generative Networks to fill in texture.

Augmented Reality for Speech Therapy Prototyped and single-user tested an AR application using Unity/Vuforia to assist speech therapy for individuals with Aphasia (research has shown that AR could provide a more intensive, interactive and stimulating environment to recover lost vocabulary).

Photon Map Implemented Henrik Jensens Photon Map for global illumination.

Augmentation of Monocular Images Augmentation of a monocular with appropriate occlusion given no depth information first using bill-boarding and then deep learning methods.

Agglomeration of Game Development in Finland Authored a term paper that analyzes the locational economics of game development and its agglomeration in Finland.

PERSONAL ACHIEVEMENTS

Dean's Merit List (awarded to students with a CGPA above 3.60/4.00).

School Gold Medalist for 10th standard Board Examination and School Silver Medalist for 12th standard Board Examination.

High Achiever in the Piano Practical Music Examinations held by Trinity College London in 2003, 2004 and 2006.

MISCELLANEOUS

Editor of College Magazine, 8Bit

Aug 2015 - May 2016

Student Mentor Involved in a student mentorship programme for freshmen and women on campus.

Lead graphic designer for IIITB's Branding Committee and TEDxIIITBangalore.