Akshit Arora

in linkedin.com/in/aakshit

ு github.com/aroraakshit

EDUCATION

Colorado, USA

■ akshit.arora@colorado.edu

9 3440 Colorado Avenue, Boulder, CO

University of Colorado Boulder

Master of Science in Computer Science. GPA: 3.85 / 4

Aug 2017 – May 2019 (Exp.)

Courses: Neural Networks & Deep Learning, Machine Learning, Big Data Architecture, Algorithms

Thapar University (TU), Patiala

Punjab, India

Bachelor of Engineering in Computer Engineering. GPA: 8.44 / 10

Aug 2013 – May 2017

1 +1 (720) 618-7199

Courses: Data warehouse & Data Mining, Object Oriented Programming, Operating Systems, Data Structures

TECHNICAL SKILLS

Languages: Python, C++, C#, Java, bash Web: PHP, HTML5, CSS3, JavaScript, CodeIgniter

Augmented Reality: Vuforia, KudanAR, Unity 3D Databases: MySQL, MongoDB, Cassandra

Deep Learning: TensorFlow, Pandas, Scikit-Learn, Keras

EXPERIENCE

University of Colorado Boulder

Colorado, USA

Aug 2017 - Present

- Teaching Assistant at the Department of Computer Science

 Spring 2018: CSCI 2270 Data Structures under Prof. Rhonda Hoenigman
- o Fall 2017: CSCI 1200 The Art of Computational Thinking under Prof. loana Fleming

· Indian Institute of Technology (IIT) Mandi

H.P., India

Research Scholar at the Applied Cognitive Science Laboratory

Jun 2015 - Jul 2017

- o Undertook a research internship in Cognitive Science & Augmented Reality (AR) under Prof. Varun Dutt
- Designed a novel mathematical model to predict landslides, followed by implementation of an interactive simulation model used for what-if analysis, making policies and creating awareness about landslides
- Developed AR based android applications for training and evaluation of military personnel under different cognitive loads such as, head-mounted & hand-held displays, and projection & optical AR

PROJECTS

Deep Knowledge Tracing on Fractions %GitHub

Oct 2017 - Present

- o Knowledge Tracing is where a machine models the knowledge of a student as they interact with coursework
- Implemented a recurrent neural network (LSTM) using TensorFlow on raw student interactions data (about 23 GB) from the adaptive instructional software of Woot Math, a start-up based in Boulder, CO
- Augmented Reality Treasure Hunt & GitHub

Jan 2017 - Jul 2017

- Implemented treasure hunt and first person shooter simulations with real-time GPS and accelerometer values using Vuforia and Unity 3D, followed by interfacing of sensors such as, blood pressure, to the AR experiments using C#
- Researched various AR libraries such as, Google Tango, Microsoft Holo-Lens, KudanAR, ARtoolkit, Wikitude SDK and initiated implementation of first-person-shooter based AR simulations

• Interactive Landslide Simulator % GitHub, % Springer Publication

Jun 2015 - Jul 2016

- Developed a cognitive model that takes into account the financial risks of people living in landslide prone areas and predicts landslides due to natural and artificial factors
- Deployed the model as a web-based micro-world, ran experiments using Prolific Academic and attained 16% improvement in effective landslide risk communication

AWARDS

• Awarded Travel Fellowship for presenting 3 research papers at the 7th International Conference on Applied Human Factors and Ergonomics, Orlando, FL, USA on behalf of Applied Cognitive Science Lab (by IIT Mandi and TU)

PUBLICATIONS

- Interactive Landslide Simulator: A Tool for Landslide Risk Assessment and Communication Chaturvedi P, <u>Arora A</u>,
 Dutt V. Advances in Applied Digital Human Modeling and Simulation (Springer Books). 481: 231-243. Jul 2016. <u>Book</u>
 Chapter. Sogoo.gl/VXGZ3J
- Learning in an Interactive Simulation Tool against Landslide Risks: The Role of Amount and Availability of Experiential Feedback Chaturvedi P, <u>Arora A</u>, Dutt V. Natural Hazards and Earth System Sciences. 10.5194/nhess-2017-297. Sep 2017. Journal Paper. Sogoo.gl/P2wFCu