

Rohan Srivastava

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Education

Georgia Institute of Technology

Bachelor of Science in Physics

- Minor in Computer Science & Intelligence
- **GPA: 3.97 / 4.0**

Atlanta, Georgia

August 2019 - May 2023

Experience

L3Harris Technologies

Melbourne, FL

Image Science Engineer - Computer Vision

June 2023 – Present

- Developing an artifact detection machine learning framework and an automated data generation pipeline using TensorFlow, NumPy, and scikit-learn, employing semantic segmentation with U-Nets and Fourier analysis
- Conducted extensive parameter searches, training hundreds of models using CUDA-accelerated GPU computing in a Linux environment, and implemented custom evaluation metrics to determine best performing models
- Spearheaded the enhancement of a frame-to-frame image registration solution by developing a subpixel alignment algorithm, improving accuracy by almost 90% over existing homography-based methods
- Utilized OpenCV, NumPy, Pandas, and TensorFlow to design and implement machine learning pipelines and image processing algorithms, achieving a 98.4% accuracy at a 1/4th pixel resolution with a CNN regression model
- Collaborated with subject matter experts to refine and apply automated key point extraction, feature matching, and filtration algorithms in the Fourier domain, addressing customer-specific requirements for enhanced imagery solutions

L3Harris Technologies

Rochester, New York

Image Science Engineering Intern

May 2022 – August 2022

- Designed algorithms for satellite propagation in cislunar space, addressing complex motion equations from Earth and Moon's gravity, enhancing motion prediction using expertise in physics, orbital mechanics, and programming
- Developed a Python module for the General Mission Analysis Tool (GMAT) API, enabling ground stations to receive accurate state vector information from satellites post-detection
- Gained valuable experience in teamwork and code design, contributing to the development and testing of efficient, robust software solutions in a multidisciplinary engineering environment

Projects

Wildfire Classifier

February 2023 – April 2023

Binary Image Classifier - Python, ML, Anaconda, Git

- Designed and trained a CNN using TensorFlow to identify wildfire-affected land in satellite images with 97% accuracy, and employed a cross-validation parameter search to enhance test accuracy to 97.4%
- Utilized principal component analysis to reduce image size by 77% yielding in an 85% decrease in training time while maintaining 96% test accuracy

Picklio

January 2023 – April 2023

Smart Pickleball Paddle - Python, ML, Git

- Created a pickle ball paddle that uses BLE broadcasted internal measurement data via an Arduino to identify different statistics that can be displayed to a user on a mobile application
- Leveraged TensorFlow to successfully differentiate forehand from backhand hits with 89% accuracy

Intelligence Based Pacman

August 2022 – December 2022

Intelligence Implementor - Python, RL

- Wrote various search heuristics, including A*, BFS, DFS, Greedy, and UCS, to explore possible maze traversals
- Used reinforcement learning (Q-learning and value iteration) to train Pacman to follow safe paths of greatest reward

Technical Skills

Programming Languages: Python, Java, C, JavaScript, HTML, CSS, MATLAB, Swift, LaTeX

Technologies: VSCode, Jupyter Notebooks, Anaconda, TensorFlow, OpenCV, PyTorch, NumPy, React, scikit-learn, Flask, Linux, Git, Bitbucket, IntelliJ, GMAT, Unity, Autodesk Eagle, Docker

Relevant Coursework: Machine Learning, Intro to AI, Computational Physics, Robotics & Perception, Linear Algebra, Object Oriented Programming, Data Structures & Algorithms, Computer Organization & Programming, Intro to Python