

Anish Bhardwaj

Graduate Student at Northwestern University. Versed in Machine Learning, Product Development, and Research with Agile Methodology Experience.

530 Sequoia Drive, Sunnyvale,
California, 94086

(669) - 264 - 8383

anishbhardwaj2023@u.northwestern.edu

[LinkedIn Profile Link](#)

EXPERIENCE

Autodesk — Software Engineer Intern (ML & Data Science)

May 2021 - Aug 2021

Worked on a project to automate Sales Lead Generation for the GRO Team using Python (Libraries - Numpy, Pandas, SkLearn)

MIDAS, Delhi — Researcher and Lab Member

Dec 2019 - Current

Researcher at the Multimedia Computing Lab known as MIDAS. Worked on an end to end system to generate and visualise Interior Design Choices. Also worked on Recommendation engines (ML, Collaborative Filtering).

Venvidi Media PL, Bangalore — Software Engineering Intern

May 2019 - Aug 2019

Automation of the Data Manipulation Process used in Market Studies, Financial Projections, Defining Cashflow, etc.

LCS2, Delhi — Researcher and Lab Member

Dec 2018 - May 2019

Research in the fields of Natural Language Processing, Deep Learning, Machine Learning, and Social Media Analysis

EDUCATION

Northwestern University, IL - MS in Computer Science

January 2022 - Present

IIT Delhi, Delhi — Computer Science

Specialisation in Human Computer Interaction and Design Research

August 2017 - May 2021

PROJECTS

Early Childhood Education and Applications

Worked on Creating simple to use applications to help teachers better engage students and provide interactive activities over the online education medium. Applications focused on Motor Skills and creativity

SKILLS

Python, Java, SQL, C, Linux, Deep Learning, Machine Learning, Computer Vision, Data Analytics, Salesforce, UI, UX, HCI, Research, Design Thinking, Feature Engineering, Docker, VR, AR, Unity

PUBLICATIONS

ACM Asia 2020 - Synthesized 3D Model Suggestions with Smartphone based MR to Modify the Pre-built Environment

IJCNN 2019 - Eye Gesture based Communication for people with Motor Disabilities in Developing Nations

AWARDS AND ACCOMPLISHMENTS

Teaching Assistant for Introduction to Programming (2018), Data Structures and Algorithms (2019), Introduction to HCI (2021)

Dean's List for Innovation, Research, and Design 2019

that are the foundations of Reggio Teaching (Validated and Designed with early childhood teachers inputs).

Synthesized 3D Model Suggestions with Smartphone MR

Worked on a system to model 2D blueprints to 3D coupled with a smartphone application to scan and place objects on a plane for the purpose of interior design. Published in ACM Asia 2020

Smartphone Based Audio Cues for the Visually Impaired

Worked in a team of 6 to create a system that creates spatial audio cues of objects in the surroundings to assist individuals with visual impairments. POC for an assistive tool using a smartphone camera and earphones.

E-ACE - Eye Movement Based Communication

Deep Learning based Accessibility Project to assist individuals with Neuro-muscular disorders to communicate with their eye movements using a mobile application. Published in IJCNN 2019

Electronic Health Record Management

Created an android application to manage an individuals Health Records on a smartphone. Created specifically for Developing nations to assist hospitals and doctors with Medical History.

Zoohackathon 2018 2nd Place Global, 1st place Asia Pacific Game Design

Hackathon 2018 - 1st place Visuals, 1st place potential, 3rd place Playability

Dishathon 2018 Bangalore 3rd Place

Technovation Challenge India 2018 2nd place

Zoohackathon 2017 2nd Place Asia Pacific