AASHISH THITE

thite@wisc.edu (408) 601-9349 2110 University Avenue, Apt. 104, Madison, WI-53726.

Education

University of Wisconsin-Madison

M.S. Electrical and Computer Engineering

May 2014(expected)

Received full tuition scholarship with Research Assistantship

- GPA: 3.67/4

Academic Projects: 3D Reconstruction using Kinect, HDR Image Fusion, MoshBall, Panoramic Image Stitching, Photo-metric Stereo, Music Recommendation System, Spam Classification, Othello.

Vishwakarma Institute of Technology-Pune

B.E. in Electronics and Telecommunications Engineering

May 2011

- GPA: 8.77/10 (Graduated with Distinction)

Skills

Strong Math background, C++ (proficient), Java (proficient), MATLAB (proficient), C (competent), C# (prior experience), CUDA, OpenCV, OpenGL, OpenCL, UNIX/Linux.

Coursework

Algorithms, Computer Vision, Machine Learning, Computer Graphics, Operating Systems, Statistical Estimation Theory, Advanced Image Processing, Data Structures.

Experience

University of Wisconsin-Madison, Dept. of Computer Sciences

Research Assistant

May 2013 - present

- Designed a novel algorithm for denoising images using multiple views.
- Used CUDA C to make this highly parallel algorithm run in 400% faster than other multiple view denoising algorithms.

University of Wisconsin-Madison, Dept. of Botany

Project Assistant

Sept 2012 - Aug 2013

- Developed a tool in MATLAB for tracking texture on hypocotyls for analysis of plant growth.
- The tool is published on iPlant Collaborative to for botanists world-wide who study plant growth.

Scicom Software India Pvt. Ltd.,

Project Intern

Aug 2011 - July 2012

- End-to-end development of a simulator software for a control system using C#. This reduced the time-to-market by 33% and earned a new project for the organization.
- Worked with a team in design of hardware for the control system. Reduced product cost by 25% of the budget. Followed German safety standards.
- End-to-end development of a video inspection tool using C++ and DirectShow.

Co-Curricular

- Participated in UW-HuB Hackathon; designed and developed a 2D game in Java.
- Participated in University Hacker Olympics organized by HackerRank.

References

Available on request.