

# AASHISH THITE

thite@wisc.edu  
(408) 601-9349  
<https://github.com/aashishthite>

2110 University Avenue, Apt. 104,  
Madison, WI-53726,  
USA.

<b>Education</b>	<b>University of Wisconsin-Madison</b> M.S. Electrical and Computer Engineering 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.  <b>Vishwakarma Institute of Technology-Pune</b> B.E. in Electronics and Telecommunications Engineering - GPA: 8.77/10	<i>May 2014(expected)</i>          <i>May 2011</i>
<b>Skills</b>	Strong Math background, C++ (proficient), Java (proficient), MATLAB (proficient), C (competent), C# (prior experience), CUDA, OpenCV, OpenGL, OpenCL, UNIX/Linux.	
<b>Coursework</b>	Algorithms, Computer Vision, Machine Learning, Computer Graphics, Operating Systems, Statistical Estimation Theory, Advanced Image Processing, Data Structures.	
<b>Experience</b>	<b>University of Wisconsin-Madison, Dept. of Computer Sciences</b> Research Assistant <ul style="list-style-type: none"><li>Designed a novel algorithm for denoising images using multiple views.</li><li>Used CUDA C to make this highly parallel algorithm run 4 times as fast as other known multiple view denoising algorithms.</li></ul> <b>University of Wisconsin-Madison, Dept. of Botany</b> Project Assistant <ul style="list-style-type: none"><li>Developed a tool in MATLAB for tracking texture on hypocotyls for analysis of plant growth.</li><li>The tool is published on iPlant Collaborative to for botanists world-wide who study plant growth.</li></ul> <b>Scicom Software India Pvt. Ltd.,</b> Project Intern <ul style="list-style-type: none"><li>Designed and developed 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.</li><li>Worked with a team in design of hardware for the control system. Reduced product cost by 25% of the budget. Followed German safety standards.</li><li>End-to-end development of a video inspection tool using C++ and DirectShow.</li></ul>	<i>May 2013 - present</i>          <i>Sept 2012 - Aug 2013</i>          <i>Aug 2011 - July 2012</i>
<b>Co-Curricular</b>	<ul style="list-style-type: none"><li>Participated in UW-HuB Hackathon; designed and developed a 2D game in Java.</li><li>Participated in University Hacker Olympics organized by HackerRank.</li></ul>	
<b>References</b>	Available on request.	

*Will now or in the near future will require visa sponsorship.*