AASHISH THITE

thite@wisc.edu
www.linkedin.com/in/aashishthite
https://github.com/aashishthite

2110 University Avenue, Apt. 104,
Madison, WI-53726, USA.
(408) 601-9349

Education

University of Wisconsin-Madison
M.S. Electrical and Computer Engineering (GPA: 3.67/4) *May 2014(expected)*

Vishwakarma Institute of Technology-Pune
B.E. in Electronics and Telecommunications Engineering (GPA: 8.77/10) *May 2011*

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
Teaching Assistant, Dept. of Computer Sciences *Jan 2014 - present*
- Course: CS760 Machine Learning

Research Assistant(Computer Vision), Dept. of Computer Sciences *May 2013 - present*
- Designed a novel algorithm for denoising images using multiple views.
- Used CUDA C to give this highly parallel algorithm a 4 times speed-up.

Project Assistant, Dept. of Botany *Sept 2012 - Aug 2013*
- Developed HypoTrack, a MATLAB tool 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*
- 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.
- 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 software using C++ and DirectShow.

Projects

Real-time 3D Reconstruction using Kinect: Performed bilateral filtering on depth map. Rendered implicit surfaces using Signed Distance Function. *(OpenCL, GPU, C#, Kinect)*
MoshBall: Developed a 3D game. Developed physics simulation, I/O interaction and background rendering for the game. *(C++, OpenGL, GLSL, Box2D)*
Panoramic Image Stitching: Registered and stitched together eighteen images into a 360° panorama. *(MATLAB, SIFT)*
Music Recommendation System: Recommended top ten songs to a user using offline collaborative filtering, normalized conditional probabilities and k-NN on the listening history of users. *(Java, MySQL)*

Side Projects

HDR Image Fusion, Photo-metric Stereo, Spam Classification, Othello.

Co-Curricular

- Participated in UW-HuB Hackathon; designed and developed a 2D game in Java.
- Winner(1st place) - Codility Coding Challenge. Participant- Hacker Olympics by HackerRank.

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