

AASHISH THITE

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Objective	Seeking a full-time position in software application development.
Education	University of Wisconsin-Madison M.S. Electrical and Computer Engineering (GPA: 3.67/4) <i>May 2014(expected)</i> Vishwakarma Institute of Technology-Pune B.E. in Electronics and Telecommunications Engineering (GPA: 8.77/10) <i>May 2011</i>
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 (Computer Vision) <i>May 2013 - present</i> <ul style="list-style-type: none">• Designed a novel algorithm for denoising images using multiple views.• Used CUDA C to make this highly parallel algorithm run 4 times faster than other known multiple view denoising algorithms. University of Wisconsin-Madison , Dept. of Botany Project Assistant <i>Sept 2012 - Aug 2013</i> <ul style="list-style-type: none">• 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 <i>Aug 2011 - July 2012</i> <ul style="list-style-type: none">• 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	<i>Real-time 3D Reconstruction using Kinect</i> : Performed bilateral filtering on depth map. Rendered implicit surfaces using Signed Distance Function. (<i>OpenCL, GPU, C#, Kinect</i>) <i>MoshBall</i> : Developed a 3D game. Developed physics simulation, I/O interaction and background rendering for the game. (<i>C++, OpenGL, GLSL, Box2D</i>) <i>Panoramic Image Stitching</i> : Registered and stitched together eighteen images into a 360° panorama. (<i>MATLAB, SIFT</i>) <i>Music Recommendation System</i> : Recommended top ten songs to a user using offline collaborative filtering, normalized conditional probabilities and k-NN on the listening history of users. (<i>Java, MySQL</i>)
Side Projects	HDR Image Fusion, Photo-metric Stereo, Spam Classification, Othello.
Co-Curricular	<ul style="list-style-type: none">• Participated in UW-HuB Hackathon; designed and developed a 2D game in Java.• Participated in University Hacker Olympics organized by HackerRank.