Address:
501 Murphy Ranch Rd, Apt 269
Milpitas, CA 95035

Aditya Vikram Gupta
(217)904-9045 | gupta.adityav@gmail.com

LinkedIn:linkedin.com/in/guptaadityav

GitHub: github.com/adityavgupta

Education

University of Michigan Ann - Arbor   **August 2021 - April 2023**
Master of Science in Computer Engineering – Signal & Image Processing and Machine Learning.   *GPA: 3.72/4.00*

University of Illinois at Urbana - Champaign   **August 2017 - May 2021**
Bachelor of Science in Computer Engineering (Honors)   *GPA: 3.71/4.00*
- Dean's List - Fall 2017, Spring 2019, Spring 2020, Fall 2020, Spring 2021

Relevant Coursework

- Machine Learning (ML)
- Matrix Methods for Optimization and ML
- Deep Learning and VLSI
- Reinforcement Learning
- Computer Systems Engineering
- Artificial Intelligence
- Computer Vision
- Intro to Modern Robotics
- Intro to Algorithms

Work Experience

Software Engineer - KLA   **Milpitas, CA**   **January 2023 - Present**
- As part of the Machine Control Team for KLA Wafer Inspection Machines implement maintain and implement new software features.
- Responsibilities include image processing, robot movement, wafer defect inspections, automated software calibrations.
- Use Java, python and C/C++ to implement features and improve performance of future machines.

Software Engineering Intern - Siemens Digital Industries Software   **Ann Arbor, MI**   **January 2022 - April 2022**
- Worked on prototype of new releases, automated tests, and analysis of NX CAD as part of the freeform modeling team.
- Implemented parametrization intersections, surface boundary intersections and sub-sampling with 2-D and 3-D mapping.
- Used concepts of mesh modeling, reverse engineering, and geometric computation in C++ to improve performance of future builds.

Research and Development Intern - Shure Inc.   **Niles, IL**   **June 2020 - August 2020**
- Deployed pre-trained models on dedicated IoT embedded systems for Machine Learning inferences.
- Analyzed model graphs using Netron and performed graph surgery for conversion and quantization for deployment on the IoT boards.
- Learned to use SDK tools to run machine learning inference using chip specific APIs for multiple embedded platforms.

Undergraduate Research - Professor Richard Y. Zhang   **Urbana, IL**   **January 2020 - May 2020**
- Research on power systems security through Reinforcement Learning (RL).
- Modeled the power grid as a bellman equation with reward as the overloaded lines and the action as shutting a line.
- Used TD-Lambda methods to find non-trivial, two or three level deep solutions to the aforementioned model.

Undergraduate Research - Song Research Group   **Urbana, IL**   **May 2019 - November 2019**
- Research on quantification methods for different color strained vein loops in tumor injected chicken embryos.
- Identified vessel loops and vessel clusters based on self-labeled dataset, and Object detection libraries.
- Used blob detection and image processing tools (Python OpenCV and Keras) to highlight the vessel loops and calculate their area.

Projects

Independent Study with Prof. Lei Ying in Reinforcement Learning   **August 2022 - April 2023**
- Studied self-supervised learning (SSL) methods for Reinforcement Learning (RL).
- Extended Data Efficient SSL research for RL by analyzing the efficacy of temporal effects in contrastive and SPR loss .

Intrinsic Reward with Contrastive Random Walk (*arXiv:2204.10976*)   **February 2022 – April 2022**
- Demonstrated efficacy of Contrastive Random Walk (CRW) as a curiosity method to achieve faster convergence to optimal policy.
- Achieved higher reward in the same iteration compared to other curiosity methods.

Winograd Convolution for 8-bit precision with flexible input size   **September 2021 – December 2021**
- Group project to design a convolution engine based on Winograd Fast Convolution algorithm.
- Showed the efficacy of our low-precision modular system compared to higher-precision standard convolution in a full inference cycle.

Movie Recommender Website (*github.com/adityavgupta/PEAS_Movie_Recommender*)   **April 2021**
- A website that uses cosine similarity to predict movies and tv shows based on user preference.
- Developed using MySQL database design, Python flask backend, and HTML, JavaScript frontend.

ECE 385 Final Project - Street Fighter Game   **April 2020**
- Designed a one stage rendition of the popular Street-Fighter game on the Intel FPGA DE2-115 development board.
- Supports multiplayer, projectiles motion, simulated gravity, advanced collision system, health bar-based scoring system, and audio.

ECE 391 Final Project - OS Design (*github.com/adityavgupta/ece391os*)   **November 2019**
- Implemented a UNIX based basic file readable OS (ext2 filesystem) from scratch.
- Design includes 4MB pages for kernel and applications; devices (RTC and PIT); multiple terminals and basic scheduling.

Leadership and Activities

Officer for Eta Kappa Nu - Beta Epsilon   **January 2022 - April 2023**
- Served as the Corporate Relations officer for HKN honor society.
- Networked with companies and invited them for tech talks at the University of Michigan.

Engineering Learning Assistant (ELA)   **August 2020 - December 2020**
- Instructed a class to introduce freshman to the ECE department through guided activities and group projects.
- Interact with students from diverse background while promoting inclusion, professionalism, and mental health.

Illinois Robotics in Space (*iris.ae.illinois.edu*)   **September 2017 - May 2020**
- Gained experience in working with IoT devices and using them for path mapping for the robot (Electrical and Autonomous team).
- Board member (Webmaster) - Responsible for managing the Grainger Student Portal website and the main website for IRIS.

Resident Advisor - Hendrick House   **May 2018 - July 2019**
- Promoted inclusion and team spirit through group activities in a residence hall of 350 students with diverse backgrounds.

Languages, Skills, and Interests

Spoken Languages: Native proficiency in English and Hindi.
Programming Languages: Python (Scikit-learn, OpenCV, TensorFlow), C/C++, Java, Verilog, x86, ReactJS, Matlab, MySQL, ROS.
Systems: Windows, Linux, Git (Version Control).
Hobbies: Rock Climbing, Swimming, Guitar, Badminton, Hiking, Photography, Sketching, Origami.