Aditya Vyas

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EDUCATION

UNIVERSITY OF CALIFORNIA IRVINE, USA
MS in Biomedical Engineering
Sept 2018-June 2020
GPA: 3.63 / 4.0

SHRI G S INSTITUTE OF TECH. AND SCI. INDORE, INDIA
BE in Biomedical Engineering
Honors Degree
Aug 2013 - Aug 2017
GPA: 7.63 / 10

COURSEWORK

GRADUATE
Neural Networks and Deep Learning
Sensory Motor Systems
Organ Transport Systems
Intro To Clinical Medicine
Applied Engineering Math I , II

UNDERGRADUATE
Artificial Neural Network
Medical Image Processing
Programming Tools and Technique
System Designing with Microprocessors
Bio-Informatics
Bio-Mechanics
Biomedical Statistical Signal Processing

SKILLS

TECHNICAL
Python • R • Java • Matlab • LaTeX
C • C++ • HyperMesh • HTML
CorelDraw • PageMaker • Muse
After Effects • Premiere Pro
OS:
Windows • Mac • Linux

INTERPERSONAL
Problem Solving • Teamwork
Time Management • Work Ethic
Public Speaking • Critical Thinking

INTERESTS

Artificial Intelligence • Machine Learning • Data Science
• Biomedical Computational Technologies • Computer Vision

EXPERIENCE

MIDMARK CORPORATION | Image Processing/ML Research Intern
June 2019 - September 2019 | Torrance, California
- Used Stereo cameras for Distance/Height estimation of standing subject.
- Integrated Machine Learning model to predict Height of disabled person.

UC IRVINE | Graduate Teaching Assistant
April 2019 - June 2019 | Irvine, California
- Assisted the faculty members by conducting discussions, midterm and quiz sections for the undergraduate course 'Introduction to Software Engineering'.

IICAE | Research Assistant
December 2017 - February 2018 | Indore, India
- Performed Finite Element Analysis(FEA) of the femur bone for bone-breaking prediction
- Gathered CT Scans data from several hospitals to increase study power
- Also, Completed professional training program in FEA

CHL HOSPITAL | Biomedical Engineer Assistant
June 2016 - July 2016 | Indore, India
- Assisted in installation, calibration, and maintenance of medical equipment
- Gained hands-on experience in hospital management system

PROJECTS

INVISIBILITY CLOAK GUI | Independent Project
- Created a GUI to generate a invisibility cloak effect in a video.
- Used OpenCV for Image Processing and Tkinter for GUI in python

SNAKE BOT | Independent Project
- Used Genetic Algorithm and Reinforcement Learning to play Snake Game

SWAY ANALYSIS | Academic Project
- Formulated an analysis method to distinguish posture deformities
- Recorded videos of a person standing still for one minute and coordinated with 10 subjects
- Developed an image processing algorithm with fellow students

HEART BEAT SENSOR | Academic Project
- Built an embedded system to measure heart rate
- Investigated components and methods to reduce cost and size of the system

FACEBOOK PAGE POST SCHEDULER | Independent Project
- Created a JAVA application to automatically schedule posts on Facebook.
- Integrated a web crawler to increase the efficiency and to reduced the time to schedule a post

CERTIFICATIONS

- 'Excellence in Engineering Communications ' Activate to Captivate program, UCI
- 'Improv For Teaching', Activate to Captivate program, UCI
- 'Machine Learning A-Z: Hands-on Python and R in Data Science', Udemy