AJAY SUBRAMANIAN

$\label{eq:website} Website \diamond Email \\$ GitHub \diamond LinkedIn \diamond Google Scholar

EDUCATION

Birla Institute of Technology and Science Pilani, Goa, India

2017 - Present

Bachelor in Engineering (B.E.) Hons.

Electronics and Communication Engineering

National Public School, Bangalore, India

2016 - 2017

Overall Percentage: 96.2

Computer Science Stream

Central Board of Secondary Education (CBSE)

PUBLICATIONS

- 1. **Ajay Subramanian**, Sharad Chitlangia, Veeky Baths. *Psychological and Neural Evidence for Reinforcement Learning: A Survey*. Under Submission. [PREPRINT]
- 2. **Ajay Subramanian**, Rajaswa Patil, Veeky Baths. *Word2Brain2Image: Visual Reconstruction from Spoken Word Representations*. Poster presented at the Sixth Annual Conference for Cognitive Sciences (ACCS) 2019. [POSTER]

RESEARCH EXPERIENCE

Harvard University & Massachusetts Institute of Technology

2020

Supervisors: Samuel Gershman, Pedro Tsividis

Human-level learning in Atari-like video games using a model-based reinforcement learning approach inspired by theories of human cognition.

Center for Computational Brain Research, IIT Madras & Cold Spring Harbor Lab 2020

Supervisors: Partha Mitra, Jaikishan Jayakumar | Senior Thesis

Developed a deep learning based cellular segmentation model for gigapixel resolution neuroanatomical images.

Cognitive Neuroscience Lab, BITS Pilani Goa

2019 - 2020

Supervisor: Veeky Baths | Funded by Max Planck Institute for Psycholinguistics

- 1. Deep learning to understand how spoken words are visually represented in the brain. Collected EEG data from human subjects listening to spoken audio of numerical digits, and employed deep generative models to construct images of digits purely from EEG signals.
- 2. Survey paper on the neural and psychological basis for reinforcement learning algorithms.

Biologically Inspired Neural Network Labs, BITS Pilani Goa

2019

Supervisor: Basabdatta Sen Bhattacharya | University of Manchester | Human Brain Project Using a SpiNNaker spiking neural network model to validate experimental results relating to synchrony, periodicity and luminance response of the Lateral Geniculate Nucleus (LGN) in a mouse brain. [Report][Poster]

International Neuroinformatics Coordinating Facility (INCF)

2019

Supervisors: Jamie Knight, Thomas Nowotny | Google Summer of Code 2019

Developed TensorGeNN, an open source Python library to convert trained deep neural network models to spiking neural networks with minimal losses in performance. Library was benchmarked on MNIST and CIFAR-10 datasets.

Supervisor: Tirtharaj Dash

Developed a spatial graph-based reinforcement learning method for automated molecular design. Manuscript under preparation.

OPEN SOURCE

GenRL

Co-creator | Society for Artificial Intelligence and Deep Learning (SAiDL)

- A PyTorch reinforcement learning library for generalizable and reproducible algorithm implementations with an aim to improve accessibility in RL
- more than 300 stars on GitHub

TensorGeNN

Contributor | GeNN Team, University of Sussex

A high-level Python library to convert trained deep neural networks models to spiking neural networks.

WORK EXPERIENCE

LetsTransport 2019

Supervisor: Nilay Sahu

Worked on optimizing database querying and file upload speeds from an Android application.

TEACHING AND LEADERSHIP ROLES

Core Member 2018 - Present

Society for Artificial Intelligence and Deep Learning (SAiDL)

Involved in research projects and teaching courses on AI and deep learning as part of a 15 member team of motivated individuals.

Organising Team Member

Jul 25-26 2020

Summer Symposium on AI Research

Organised and conducted a free student-led event featuring 15+ top AI researchers from diverse subdomains as speakers for an audience of over 3000 students worldwide. The aim of the event was to expose students to recent directions in AI research and thereby make cutting edge ideas more accessible.

Project Mentor 2019

Technology Incubator Programme, BITS Goa

Leading a collaborative project for around 30 undergraduate students on 'Learning to play games with Deep Reinforcement learning'. This hands-on project is aimed at introducing freshers and sophomores to state-of-the-art methods in reinforcement learning.

Course Instructor - Deep Learning

2018

Technology Incubator Programme, BITS Goa

Involved in teaching and preparing material for a course titled 'Deep Learning' aiming to introduce first and second year undergraduate students to introductory concepts in the field. [Course Material]

Teaching Assistant, Computer Programming

2018

BITS Pilani, Goa

Was responsible for lab assignment evaluation for an introductory programming course (CS F111).

TECHNICAL SKILLS

Programming Languages Python, C++, Java, C, MATLAB Frameworks PyTorch, TensorFlow, Keras, Flask

Tools GCP, Travis CI, Docker, Slurm, LATEX, Git,

DialogFlow, Android Studio, MongoDB, Vim, AutoCAD

Operating Systems Linux, Windows

NOTABLE ACHIEVEMENTS

• Selected as one of 150 students from India for the **Google Research India AI Summer School 2020** as part of the Computer Vision track.

- Recipient of the Literacy and Cognition Project Funding of 60,000 INR from Max Planck Institute for Psycholinguistics, Nijmegen, Netherlands for research in Cognitive Neuroscience
- Was amongst 1134 students in the world to be selected for Google Summer of Code 2019.
- Winners of Matic Bounty Prize, InOut Hackathon 2019 for best Blockchain implementation.
- One of 750 high school students in India to receive the National Talent Search Scholarship 2015 of 140,000 INR from National Council of Educational Research and Training, Government of India.

RELEVANT COURSES

Online Machine Learning (Stanford), CS231n (Stanford), CS224n (Stanford),

Deep Learning Specialization (deeplearning.ai)

Offline Reinforcement Learning (IIT Madras), Modern Control Systems,

Intro. to Cognitive Neuroscience, Control Systems, Foundations of Data Science,

Probability and Statistics, Linear Algebra, Calculus

EXTRA-CURRICULARS

- Runner-up in Tennis at the Inter-BITS Sports Tournament 2018.
- Member of Tennis team, BITS Pilani, Goa
- Captain of Tennis and Table-Tennis teams, National Public School Koramangala, Bangalore