

Ameya Patil

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RESEARCH INTERESTS

My research interests lie in building interactive data visualization and analysis systems. Additionally, I am also interested in visualization perception research, specifically with regard to uncertainty visualization. My passion and awareness about environmental issues drive me towards applications of my research interests in socio-environmental data science contexts and spreading literacy through data visualizations.

EDUCATION

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| University of Washington, Seattle (UW)
Ph.D. in Computer Science, Advised by Dr. Leilani Battle , GPA: 4.00/4.00
– Relevant Coursework: Computing for Conservation | WA, USA
Sept 2021 - Present |
| University of Maryland, College Park (UMD)
Ph.D. in Computer Science, Advised by Dr. Leilani Battle , GPA: 4.00/4.00
– Relevant Coursework: Game Design | MD, USA
Jan 2021 - May 2021 |
| University of Maryland, College Park (UMD)
M.S. in Computer Science, GPA: 3.84/4.00
– Relevant Coursework: Machine Learning, Geometric Computer Vision, Advanced Computer Graphics, Physically Based Modelling, Simulation & Animation, Interactive Data Analytics, Computational Geometry, Interactive Technologies in HCI, Database System Architecture and Implementation | MD, USA
Aug 2018 - Dec 2020 |
| Birla Institute of Technology and Science - Pilani (BITS)
B.E. (Honors) in Computer Science, GPA: 8.24/10.00
– Electives: Data Mining, Data Storage Technologies and Networks, Creative Multimedia | Goa, India
Aug 2012 - May 2016 |

PUBLICATIONS

1. Z. Dong, A. Patil, Y. Shoda, L. Battle, E. Wall, “Behavior Matters: An Alternative Perspective on Promoting Responsible Data Science”, to appear in ACM Conference on Computer-Supported Cooperative Work and Social Computing, 2025.
2. A. Patil, M. Smith, H. Kershaw, M. El Gharamti, “Interactive Visualization of Ensemble Data Assimilation Forecasts for Freshwater Floods”, IEEE VIS Viz4Climate + Sustainability Workshop Demo, 2024. [pdf](#)
3. A. Patil, Z. Rand, T. Branch, L. Battle, “WhaleVis: Visualizing the History of Commercial Whaling”, IEEE VIS Short Papers, 2023. DOI: 10.1109/VIS54172.2023.00028. [arxiv:2308.04552](#)
4. A. Patil, Z. Rand, T. Branch, L. Battle, “WhaleVis: A New Visualization Tool for the IWC Catch Database”, International Whaling Commission SC/69A/GDR/04, 2023. [archive.iwc.int/SC/69A/GDR/04](#)
5. A. Patil, G. Richer, C. Jermaine, D. Moritz, J.-D. Fekete, “Studying Early Decision Making for Progressive Bar Charts”, IEEE Transactions on Visualization and Computer Graphics, 2023. DOI: 10.1109/TVCG.2022.3209426. HAL: <https://hal.science/hal-03738461/>
6. A. Aguinaldo, P.-Y. Chiang, A. Gain, A. Patil, K. Pearson and S. Feizi, “Compressing GANs using Knowledge Distillation”, CoRR, vol. abs/1902.00159, 2019. [arXiv:1902.00159](#)

EXPERIENCE

National Center for Atmospheric Research

Boulder CO, USA

Data Visualization Intern, advised by **Marlee Smith**, **Dr. Helen Kershaw** and **Dr. Moha El Gharamti**

Summer 2023

- Designed HydroVis - an interactive analysis dashboard for the WRF-Hydro hydrological forecasting model
- Implemented the dashboard backend using Python-Flask and XArray, and the renderer using D3.js
- Integrated the dashboard with NCAR's Data Assimilation Research Testbed (DART) tool

AVIZ, Inria

Saclay, Paris, France

Research Intern, advised by **Dr. Jean-Daniel Fekete**

Summer 2021

- Worked on understanding the efficacy of confidence intervals for decision making using progressive bar charts
- Proposed and studied the efficacy of two new visualization designs for progressive bar charts
- Studied the performance of humans vs automated statistical test for the task of answering questions based on progressive visualizations
- Published work in TVCG 2023 and presented the same at IEEE InfoVIS 2022, Oklahoma City, USA

Fraunhofer CESE

College Park MD, USA

Research Assistant Intern, advised by **Dr. Marcel Schäfer**

Summer 2019

- Worked as Java developer on the [PocketSecurity](#) project which collects data to perform user behaviour analysis
- Identified and implemented critical data probes to be collected for better analysis and improved existing probes

NVIDIA

Pune MH, India

System Software Engineer - C/C++

July 2016 - July 2018

- Worked as developer for Shadowplay - a gameplay sharing app to record, screenshot, broadcast and coplay video games
- Worked on multi-threaded and multi-processes features, GPU driver code and render pipeline
- Enhanced and monitored the automated software testing suite and guided an intern for the same

NVIDIA

Pune MH, India

Intern

July 2015 - Dec 2015

- Device Filter Drivers - C/C++: Implemented end-to-end user input redirection from input devices to a specific application using filter drivers and device notifications
- Z-buffer - Python: Implemented aesthetic visual effects such as zoom burst using the depth data of images

TALKS

Lightning Talk for “HydroVis: Interactive Visualization of Ensemble Data Assimilation

- Forecasts for Freshwater Floods“ (virtual talk)

St.Pete Beach, FL, USA

IEEE InfoVIS Viz 4 Climate + Sustainability Workshop

Oct 2024

Presented thesis proposal (virtual talk)

St.Pete Beach, FL, USA

- IEEE InfoVIS Doctoral Colloquium

Oct 2024

Presented thesis proposal

Seattle, WA, USA

- University of Washington, Seattle - DUB Doctoral Colloquium

May 2024

Presented “WhaleVis: Visualizing the History of Commercial Whaling” - [video](#)

Naarm, Australia

- IEEE InfoVIS

Oct 2023

Presented “HydroVis: Decision Support System for Ensemble Data Assimilation

- Forecasts for Freshwater Floods“ - [video](#)

Boulder, CO, USA

National Center for Atmospheric Research (NCAR)

Aug 2023

Presented “Studying Early Decision Making for Progressive Bar Charts” - [video](#)

Oklahoma City, OK, USA

- IEEE InfoVIS

Oct 2022

TEACHING

- **Head Teaching Assistant** at University of Maryland, College Park Fall 2018, Fall 2019, Fall 2020
Computer Systems Architecture (CMSC411)
- **Teaching Assistant** at University of Maryland, College Park Spring 2019, Spring 2020
Introduction to Data Visualization (CMSC498O)
- **Teaching Assistant** at University of Maryland, College Park Spring 2021
Advanced Data Structures (CMSC420)

PROJECTS

- **Visualizing the History of Commercial Whaling** Sept 2022 - Apr 2023
Research project in collaboration with the Center for Quantitative Science and School of Aquatic and Fishery Sciences at the University of Washington, Seattle

Developed an interactive dashboard to visualize the whale hunting database maintained by the International Whaling Commission (IWC). The data is modelled as a network graph where the nodes represent the hunt locations and the edges represent the hunting search effort. This facilitates correctly estimating spatial distribution of whale populations. Work published in TVCG 2024 and presented at the IWC, Scientific Committee Meeting, April 2023 at Bled, Slovenia and at IEEE InfoVIS, Narmm, Australia.
- **Physically Based Clustering Visualization** Oct 2019 - Dec 2019
Course project for CMSC828X - Physically Based Modeling Simulation and Animation

Implemented a data analysis/visualization tool with interactions modelled on real-life physical forces using the D3-Force API. The specific use case targeted was evaluating word embeddings created by different methods, where words closer in the vector space belonged to the same cluster.
- **Adding shadows to a scene using CNN** April 2019 - May 2019
Course project for CMSC740 - Advanced Computer Graphics

Trained a network to generate shadows in a scene, given the scene without shadows, the depth map and the light source position map. Used the [pix2pix](#) model for the task.
- **GoRoutines vs OpenMP** Oct 2018 - Dec 2018
Course project for CMSC714 - High Performance Computing

Comparatively evaluated the parallelization constructs of Go language and OpenMP using various task distribution schemes among threads. 2D image convolution operation was used for the study.
- **Data Sonification** Jan 2016 - Apr 2016
Independent study project

Investigated and implemented possible correlations between digital images and digital sounds for image encoding. Characterized aural encoding channels similar to visual encoding channels.
- **LEAP Motion App Development** Mar 2015 - Apr 2015
Course project for BITSF398 - Creative Multimedia

Programmed the LEAP Motion sensor to create a hand gesture based virtual music instrument dashboard. Used JAVA Swing for the UI and MIDI files for the audio.

SKILLS

- **Programming Languages:** C, C++, Java, Python, Javascript
- **Libraries/Frameworks:** D3.js, OpenCV, MPI, OpenMP
- **Miscellaneous:** DSLR Photography, Adobe Lightroom

LANGUAGES

- **Marathi:** Native
- **Hindi:** Fluent
- **English:** Fluent

SCHOLARSHIPS AND AWARDS

- Birla Institute of Technology and Science - Pilani Merit Scholarship 2012
- Maharashtra State Board of Secondary and Higher Secondary Education Scholarship 2012

EXTRACURRICULAR ACTIVITIES

- **University of Washington, Seattle K-12** 2022
Participated in the UW, Seattle K-12 outreach program by presenting my research work to high school students
- **Volunteer at Ekta Nagar Residents Welfare Association** 2017 - 2018
Aided in the organisation of community activities and administrative affairs of my residential society
- **Organising Committee Member at Quark (BITS - Pilani Goa Technical Festival)** 2015
Directed the photo and video coverage of the technical festival spanned over 3 days
- **Videography intern at Zone Startups India** June 2015
Created an advertisement video, and clicked portfolio photographs for Zone Startups India
- **Member at The Department of Photography, BITS-Pilani Goa** 2012 - 2015
Performed photo and video coverage of campus events over 3 years and mentored new inductees