

# Nishan Shehadeh

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## EDUCATION

### Vanderbilt University

Nashville, TN

*Master of Science in Computer Science with Thesis, GPA: 4.00/4.00*

*August 2023*

*Bachelor of Science in Computer Science, GPA: 3.71/4.00*

*May 2023*

## EXPERIENCE

### Post-Graduation Backpacking

August 2023 – September 2024

### Machine Learning Intern

May 2022 – August 2022

*Accenture Federal Services (AFS)*

*McLean, VA*

- Conducted research on the application and adaptation of emerging AI technologies for federal services
- Implemented CLIP-GEN to synthesize images to improve hotel classification in human trafficking photographs
- Used AWS EC2 for scalable data preprocessing and distributed multi-GPU training to reduce model training time
- Fine-tuned CLIP to learn latent state representations of hotel picture and location pairs using HuggingFace, resulting in 98% accuracy classifying hotel chains and the generation of basic synthetic images

### WISE Researcher

May 2021 – May 2022

*BEAM Lab, Vanderbilt University*

*Nashville, TN*

- Implemented a backend system and GUI to facilitate live ultrasound placement on patients
- Engineered an acoustic window detection algorithm using MATLAB, MEX, and CUDA (C) for efficient real-time ultrasound analysis using GPU processing on beamformed data
- Improved ultrasound image quality with UNET, achieving 15% average SNR gains on phantom RF data

## RESEARCH

### An Investigation of Presence in Augmented Reality (AR) | C#, Unity, MRTK

May 2022 – August 2023

*Masters Thesis, LIVE Lab, Vanderbilt University*

- Built a custom AR environment for a HoloLens2 using Unity's MRTK with adjustable interaction, physics, and shadows levels for virtual objects
- Conducted a study to evaluate how users perceive the plausibility of virtual objects through transition probability distributions and questionnaires to inform current models of presence in MR

### SUDS: Sanitizing Universal and Dependent Steganography | Python, PyTorch

Sep. 2022 – March 2023

*Second author, Published in ECAI, VeriVITAL Lab, Vanderbilt University*

- Developed a VAE-based sanitizer framework (SUDS) for various steganography techniques capable of removing hidden information from images while maintaining image quality
- Evaluated SUDS on sanitization, noise comparison, latent dimension flexibility, detection, and scalability.
- Mitigated data poisoning effects in a test case using SUDS, reducing attack success from 88.31% to 0.72%

## PROJECTS

### PolicyAI | [Github](#) | Python, LangGraph, Django, MongoDB, Pinecone, React

2024

- Designed a full-stack chatbot and search app using a Django REST API and channels, PostgreSQL, and React
- Implemented agentic workflows and RAG using LangGraph to provide contextually relevant LLM responses
- Scraped and compiled databases, using Pinecone for vector similarity searches and MongoDB for document storage, enabling efficient embeddings and retrieval of large-scale text data scraped from White House documents

### XROG | [Github](#) | Python, C#, Unity, HoloLens, Scikit-learn, Flask, Heroku

2023

- Developed a novel system for interactive 3D object generation through real-time hand gesture recognition in AR
- Created and preprocessed a dataset of point cloud sketches to train an SVM, achieving 94% classification accuracy
- Integrated the API into a Unity environment through a Flask API hosted on Heroku's cloud

### Contrastive Learning for Surgical Gesture and Skill Recognition | [Github](#) | Python, PyTorch, XGBoost

2023

- Integrated contrastive learning into an autoencoder that reconstructs robot kinematics from endoscope videos to improve the embedding space separability and XGBoost's classification results on surgeons' gestures and skill

## TECHNICAL SKILLS

**Languages and Libraries:** Python, PyTorch, Scikit-learn, LangGraph, Pandas, NumPy, C++, C#, CUDA, OpenCV

**Developer Tools:** GitHub, Unity, AWS, GCP, Linux, HuggingFace, SQL/NoSQL Databases, LLMs, Docker