

Anisha Jain

(878) 834-9338 • anishaja@andrew.cmu.edu • [linkedin.com/in/hi-anisha-here](https://www.linkedin.com/in/hi-anisha-here) • [anishajain22.github.io](https://github.com/anishajain22)

EDUCATION

Carnegie Mellon University - School of Computer Science

Pittsburgh, PA

Master of Science in Computer Vision (MSCV) - GPA 4.22/4

Dec 2024

Relevant Coursework: *Learning for 3D Vision, Visual Learning and Recognition, Learning based Image Synthesis*

Graduate Teaching Assistant: Data Science Capstone, Spring 2024 (Prof. Eric Nyberg)

National Institute of Technology (NIT), Warangal

Warangal, India

Bachelor of Technology, Computer Science and Engineering - GPA 9.06/10

May 2021

Institute Merit Scholarship Recipient (for all academic years)

EXPERIENCE

Meta Reality Labs

Pittsburgh, PA

Research Collaborator

Jan 2023 - Present

(Advisor: [Prof Laszlo A. Jeni](#), CUBE Lab & [Michael Zollhoefer](#), Meta Reality Labs)

- Working on real-time dynamic scene reconstruction focusing on non-rigidly deforming scenes captured by RGBD sensors

Microsoft (R&D) Pvt Ltd.

Hyderabad, India

Software Engineer

Jun 2021 - Jul 2023

- Slashed ML model iteration for spam/phish detection from a *month to under 2 hours*, boosting threat response

- Streamlined feature extraction, optimizing analysis of *10 billion emails daily* for a more efficient email filter

- Innovated end-to-end process for assessing novel features' impact on model performance in *Apache Spark*

Software Engineer Intern

May 2020 - Jul 2020

- Elevated accessibility during *offline usage in Android Teams app*, elevating user experience and productivity

- Implemented a robust cache eviction mechanism, optimizing offline read flow for varied network call latencies

- Conducted a Progressive Web App (PWA) proof of concept, further enhancing app's offline capabilities

Software Engineer Intern

May 2019 - Jul 2019

- Drove a 70% increase in employee efficiency by developing an Intranet app on Teams minimizing context-switch time

- Revolutionized interactivity through creation of AI bots with adaptive cards and messaging extensions

Google

Remote

Software Product Sprint

Jul 2020 - Sep 2020

- Collaborated with a team of 4 to design, develop and launch a movie and book recommendation engine

- Applied a *matrix factorization model* with collaborative filtering and content embedding for effective training

Indian Institute of Science - Computational Intelligence Lab

Bengaluru, India

Research Intern

May 2018 - Jun 2019

(Advisor: [Dr Amarjot Singh](#), Founder & CEO, SkyLark Labs, & [Dr Onkar](#), IISc)

- Achieved an *87.8% accuracy in detecting suspicious activities* by implementing SH-PAF Network to estimate pose for humans, whose output is further fed to 3D ResNext to captures the motion of an individual

- *Addressed critical research gap* by curating dataset of 2400+ videos of individuals in loosely fitted attire

- Co-authored and *published* a research paper at ICCVW

PUBLICATIONS

A. Jain, A. Kumar and A. Singh, "[Bayesian Gait-Based Gender Identification \(BGGI\) Network on Individuals Wearing Loosely Fitted Clothing](#)," 2019 IEEE/CVF International Conference on Computer Vision Workshop (ICCVW), Seoul, Korea (South), 2019, pp. 1828-1835, doi: 10.1109/ICCVW.2019.00227

SKILLS

Programming Languages – Python, C, C++, C#, Java

Frameworks – Numpy, Pandas, PyTorch, TensorFlow, OpenCV, Pillow, Tesseract, .NET, Spark, Apache PySpark

Tools – CUDA, Git, Docker, Linux, Blender, Android

PROJECTS

Unsupervised Reinforcement Learning across multiple environments [[arXiv](#)]

Oct 2023

- Boosted exploration efficiency by 40% by integrating curiosity-driven exploration and visitation entropy objectives, enhancing RL agent versatility

- Achieved showcased a 20% faster training and 15% improved convergence, thus, rapid adaptation in dynamic environment

Photo that comes to life [[Code](#)]

Sep 2023

- Elevated user engagement by revolutionizing video content through real-time augmented reality, utilizing ORB and FLANN algorithms

- Maximized rendering speed to a seamless 60fps via efficient parallelization, delivering an immersive user experience