Ashwin Sakhare

Data scientist working at the intersection of neuroscience, medicine, and engineering

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Education

University of Southern California

Doctor of Philosophy in Biomedical Engineering

University of Southern California

Master of Science in Biomedical Engineering

North Carolina State University

Bachelor of Science in Biomedical Engineering

Aug. 2015 - April 2021

Los Angeles, CA

Los Angeles, CA Aug. 2015 – May 2017

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Raleigh, NC Aug. 2005 – Dec. 2009

Relevant Coursework

Applied Statistical Data Analysis – application of linear regression models to real-world data

 Machine Learning for Data Science –regression, decision trees, dimensionality reduction, clustering, regularization, hidden Markov models, neural networks

Technical Skills

Programming Languages: C#, Python

Statistical Software: SPSS, SAS

 Python Packages: NumPy, Torch, PyQt5, Pandas, Scikit-learn Game Engines: Unity3D

Version Control: Perforce, Git

CAD Software: SolidWorks

Academic Projects

Deep learning in MRI

Feb. 2020 - Dec. 2020

- Developed a pre-processing pipeline to extract, reshape, and label meningioma tumor slices from 3D volumetric images acquired using multiple MRI sequences.
- Developed a pipeline to train a CNN model for multi-class classification of meningioma tumor consistency.

MRI neuroimaging segmentation software

April 2020 – Oct. 2020

- Developed a desktop application that allows scientists and clinicians to quickly analyze cerebral flow dynamics in the brain.
- Built an interactive GUI for viewing MRI images and metadata, segmenting and labeling anatomical regions of interest, and plotting flow curves.

Health and fitness monitoring software

July 2020 - Nov. 2020

- Developed a desktop application that allows for real-time visualization of health and fitness data from devices within the ANT+ ecosystem.
- Programmed an innovative GUI for visualizing and exporting sensor data from up to 4 ANT+ devices in real-time simultaneously.

Virtual reality serious games

April 2017 - Present

- Programmed gameplay and game mechanics, including custom controller physics and interactions.
- Developed backend SQL database infrastructure for querying and saving game data.
- Programmed real-time serial and UDP data communication between game and hardware peripherals.
- Designed and manufactured a custom, stationary virtual reality exercise bike.
- Supervised a cross-functional team of 10 engineers, technical artists, and neuroscientists.

Research Experience

PhD Researcher

Aug. 2015 - Present

Stevens Neuroimaging and Informatics Institute

Los Angeles, CA

- Conducting a 2-year clinical trial assessing the impact of cognitive stimulation and exercise in VR on brain health in older adults at risk for Alzheimer's disease.
- Utilizing multi-modal MRI imaging techniques to detect early neural dysfunction in older adults.

Work Experience

Systems Engineer

July 2011 – June 2015 Raleigh, NC

 Managed design changes to Vantera, an FDA-cleared clinical blood analyzer, reducing downtime and improving sample throughput.

Publications

LipoScience

Stradford J.; <u>Sakhare AR.</u>, Ravichandran R., Schroeder T., Michener L., Pa J., *Conducting a VR Clinical Trial in the Era of COVID-19.* (Submitted)

<u>Sakhare AR.</u>; Barisano G., Pa J., Assessing test-retest reliability of phase contrast MRI for measuring cerebrospinal and cerebral blood flow dynamics. Magn Reson Med. 2019; 82:658–670.

<u>Sakhare AR.</u>; Yang V., Stradford J., Tsang I., Ravichandran R., Pa J., *Cycling and Spatial Navigation in an Enriched, Immersive 3D Virtual Park Environment: A Feasibility Study in Younger and Older Adults*. Front. Aging Neurosci. 2019; 218.

Leadership and Involvement

USC Street Dance Society Breakdancer SMART-VR Student Ambassador Aug. 2015 - July 2016 Nov. 2020 - Present

Select Presentations

<u>Sakhare AR</u>; Pa J. *Virtual Reality to Enhance Brain Health in Older Adults at Risk for Alzheimer's disease*. Seminar in Bioengineering, Los Angeles, CA, October 2019. (Talk)

<u>Sakhare AR;</u> Yang V., Stradford J., Tsang I., Ravichandran R., Pa J. *Cycling and spatial navigation in an enriched, immersive 3D virtual park environment: a study of adverse effects in healthy older adults*. Grodins Research Symposium, Los Angeles, CA, April 2019. (Poster)

<u>Sakhare AR</u>; Yang V., Delev D., Tsang I., Ravichandran R., Pa J. *Nuts and Bolts: Designing a fully integrated VR bike*. USC Virtual Technologies for Health Symposium, Los Angeles, CA, September 2018. (Poster)

<u>Sakhare AR;</u> Yang V., Delev D., Tsang I., Ravichandran R., Pa J. *Combined cognitive and physical activity in VR to promote brain health*. USC Virtual Technologies for Health Symposium, Los Angeles, CA, September 2018. (Poster)