

# Ashutosh Sathe

## CS master's student @ IIT Bombay

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## Education

<b>Graduating</b> Jun 2023	<b>Indian Institute of Technology, Bombay</b> MS by Research in Computer Science & Engineering (CSE)   Grade: 9.86/10	<b>Powai, India</b>
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## Publications

[\[ashutoshbsathe.github.io/papers\]](https://github.com/ashutoshbsathe/papers)

[C.1] **Diverse Parallel Data Synthesis for Cross-Database Adaptation of Text-to-SQL Parsers** [🔗 | paper]  
Abhijeet Awasthi, **Ashutosh Sathe**, Sunita Sarawagi  
*Conference on Empirical Methods in Natural Language Processing* [EMNLP'22]

## Select Projects

[\[ashutoshbsathe.github.io/projects\]](https://github.com/ashutoshbsathe/projects)

**TestChamber** Course Project: CS748 – Advances in Intelligent and Learning Agents  
Advisor: *Prof. Shivaram Kalyanakrishnan* [ </> | code ] [ 📄 | report ] [ 📺 | presentation ]  
> A Gym environment for training RL agents in the popular physics-based puzzle game [Portal 2](#).

**GLO-Caption** Course Project: CS726 – Advanced Machine Learning  
Advisor: *Prof. Sunita Sarawagi* [ </> | code ] [ 📄 | report ]  
> Extended “Generative Latent Optimization” [Bojanowski *et al.*, 2017] framework for image captioning and generation.

**SwapDragon** Course Project: CS728 – Organization of Web Information  
Advisor: *Prof. Soumen Chakrabarti* [ 📄 | report ]  
> Explored non-parametric fusion as an extension of “Dragon” [Yasunaga *et al.*, 2022] framework for KG+LLM pretraining.

**scarpet-nn** Personal Project: **125+ stars on GitHub**  
Efficient Neural Nets in Minecraft [ </> | code ] [ 🔗 | docs ] [ 📺 | demo ]  
> A set of tools to run binarized neural nets in Minecraft. Enables the server admin load a PyTorch model on any server.

**yacv** Personal Project: **125+ stars on GitHub**  
Yet Another Compiler Visualizer [ </> | code ] [ 🔗 | docs ] [ 📺 | demo ]  
> A tool for visualizing step-by-step parsing process of typical LL(1) and LR parsers using [GraphViz](#) and [manim](#).

## Skills

<b>Languages</b>	Python, C++, C, Go, <a href="#">scarpet</a>
<b>Frameworks</b>	PyTorch, HuggingFace Transformers, PyTorch-Geometric, GTK3, OpenGL, JAX (beginner)
<b>Tools</b>	Bash, Git, <a href="#">GraphViz</a> , <a href="#">manim</a> , Blender, $\LaTeX$
<b>Key Courses</b>	Advanced Computer Graphics, Game Theory and Algorithmic Mechanism Design, Learning with Graphs, Combinatorics, Foundations of Verification and Automated Reasoning

## Experience

<b>Sep 2020</b> <b>Jul 2020</b>	<b>Aspect Ratio</b> <i>Analyst</i> Worked on COVID-19 modeling with various temporal machine learning models.	<b>Pune, India</b>
<b>Jul 2019</b> <b>May 2019</b>	<b>Indian Institute of Science, Bangalore</b> <i>Summer Research Intern</i>   Advisor: <i>Prof. R. Venkatesh Babu</i> Explored a robust preprocessor that attempts to project adversarial examples to a “clean” manifold. This allows for model-free adversarial robustness even in white-box setting. Also studied methods to increase robustness of vision models <i>without</i> explicit adversarial training.	<b>Bangalore, India</b>
<b>Jul 2018</b> <b>May 2018</b>	<b>Content Team @ IITBombayX</b> <i>Software Development Intern</i> Worked on an “XBlock” that allows course editor to put full fledged HTML + CSS + JavaScript content into an <a href="#">OpenEdX</a> course. The XBlock features an HTML editor with autocomplete, autoformatting and live preview.	<b>Powai, India</b>