# Bhushan B. Sonawane

bhushansonawane.com

SKILLS

• C++, C, Python, Java, PyTorch, Keras, Tensorflow, LLVM, Django, Grails, Android

#### **EDUCATION**

## SUNY StonyBrook University

StonyBrook, NY

Master of Science in Computer Science; GPA: 3.57/4

- o Thesis: Lighting Estimation of faces using deep learning; Advisor: Professor Dimitris Samaras;
- o Research Lab: Computer Vision Lab
- o Courses: Machine Learning, Convex Optimization, Prob and Stats, Artificial Intelligence, Analysis of Algorithm

## Vishwakarma Institute of Technology

Pune, India

Bachelor of Technology in Computer Engineering; GPA: 9.27/10

May 2015

### **PROJECTS**

- Lighting estimation for faces: Used domain adaptation for lighting estimation of face images; Implemented GANs to map real images latent space into synthetic image space; Used Spherical Harmonics(SH) for modelling lighting; Denoising Autoencoder to denoise noisy SH and trained only one neural network; Link: Report, Source [Python, PyTorch]
- Co-Operative GANs: Train multiple generators and copy weights of best performing to other generators every epoch. This solves mode collapsing, saddle point and local minima problem in training; Link: Source [Python, PyTorch]
- ADMM Optimizer in PyTorch: Implemented ADMM Lasso and Ridge regression in PyTorch and tested on toy dataset; Outperformed Scikit-Learn's state of the art Lasso and Ridge solver; Link: Report, Source [Python, PyTorch]
- Machine Learning Algorithms: Implemented Ridge Regression, Lasso Solver, Support Vector Machine using Stochastic Gradient Descent and Quadratic Programming; Link: Source; [Python, Matlab]
- SmartOFF Managing power supply of appliances for energy conservation: Home appliances consumes significant power in stand by mode; Internet of Things and Machine Learning solution; LSTM model for predicting appliances' usage pattern and control power supply accordingly. Links: Reports, Source [Python, Scikit-learn, Keras]
- University Rover Challenge: Member of StonyBrook Mars Rover Challenge Computer Vision team; Working on to create depth map for avoiding large obstacles using ZED camera; [OpenCV, Python, OnGoing]
- Competitions: Visual Domain Adaptation Challenge: Classify objects from real images from network trained with synthetic data; [Python, PyTorch, OnGoing]

#### EXPERIENCE

Nvidia
Intern, SPIR-V/GLSL Compiler

Santa Clara, CA

May 2018 - Current

- Compiler Knobs Infrastructure: Implemented Knobs infrastructure to allow compiler debugging [C++, LLVM]
- Compiler Phase Dispatcher: Implemented Compiler phase ordering and parameter tuning framework for machine learning tool to explore compile time and run time improvements of compiler [C++, LLVM]

Nvidia Pune, India

System Software Engineer, Compiler

Jun 2015 - Jul 2017

- Optimizing compiler: Worked on Nvidia Tegra graphics and CUDA compute compiler; Improved peephole optimizations; OpenGL/DX driver interfaces; Optimization for compile time improvements; Developed Profiling infrastructure; Worked on Tegra(Android) compiler issues; Worked on Coverity, GCov; [C/C++]
- Assembler: Implemented DWARF 2.0 compliant debug frame support for CUDA 9.0. [C]

Nvidia
Pune, India
Intern, Compiler

Jun 2014 - Apr 2015

• **PBQP** based Register Allocator: Implemented Partitioned Boolean Quadratic Problem based register allocator for Nvidia compiler; 98% of existing tests improved (graphics and compute tests); [C++]

#### OPEN-SOURCE

• PyTorch: Implemented isInf and isFinite; Porting dropout to ATen [Python, C++]

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