Bhushan B. Sonawane

github.com/bhushan23

EDUCATION

SUNY StonyBrook University

StonyBrook, NY

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

Aug 2017 - May 2019

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- o Thesis: Solving Lighting Estimation problem using deep learning; Advisor: Professor Dimitris Samaras;
- Courses: Machine Learning, Convex Optimization, Introduction to Computer Vision, Natural Language Processing, Probability and Statistics, Artificial Intelligence
- Senior Research Assistant: Converting high-resolution medical images into tiled-tiff format [C]

Vishwakarma Institute of Technology

Pune, India

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

Aug 2011 - May 2015

PROJECTS

- Deep Learning for facial Lighting estimation: Implemented GANs for domain adaptation to map real images latent space into synthetic image space; Enhanced SIRFS _fast implementation; 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; 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; Report, Source; [Python, PyTorch]
- ML Algorithms: Implemented Ridge Regression, Lasso Solver, Support Vector Machine using Stochastic Gradient Descent and Quadratic Programming; Human Action recognition using CNN and RNN Source; [Python, Matlab]
- SmartOFF Automate power supply of home appliances: IoT and ML solution; LSTM model for predicting appliances' usage pattern and control power supply accordingly. Report, Source; [Python, Scikit-learn, Keras]
- Competitions: Worked on Visual Domain Adaptation, NIPS 2018: AI for Prosthetics

OPEN-SOURCE

• PyTorch: torch.isInf, isFinite; Negative indices with torch.narrow; Keys from load state; Status [Python, C++]

EXPERIENCE

• Nvidia (Intern, SPIR-V/GLSL Compiler)

 $May\ 2018\ -\ Current$

- Knobs Infrastructure: Knobs infrastructure to allow compiler debugging and experimentation [C++, LLVM]
- Phase Dispatcher for Reinforcement Learning based tool: Compiler phase ordering and parameter tuning framework to enable compile time and run time performance exploration for compiler [C++, LLVM]
- Nvidia (System Software Engineer, Optimizing 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, Nintendo) compiler issues; Worked on Coverity, GCov; [C/C++]
- Assembler: Implemented DWARF 2.0 compliant debug frame support for CUDA 9.0. [C]
- Nvidia (Intern, Optimizing 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++]
- Startup (Technology and Management Role)

Jan 2014 - Mar 2015

• MetroMidnight: Food delivery startup, QuodeIT: Programming screening platform

SKILLS

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

AWARDS

- Project rank 1/126: PBQP based register allocator project secured first place at VIT(2015)
- Paper Presentation rank 2/88: Page Replacement algorithm using hashing got second place at Papyrus, VIT(2014)
- Competitive Programming: Rank 2/66 in Kaggle Competition for Human Acticity Recognition(2018); Rank 1/600 at programming contest(C-Athlon)(2014); Qualified for ACM ICPC Amritapuri regionals(2013)