http://www.mssuraj.com

Email: suraj@mssuraj.com Mobile: +44 7561826187

+19293224094

TL;DR

I'm interested in leveraging large-scale data and system design to solve challenging problems. I have worked both on the research and on production software-engineering aspects of city-scale visual SLAM for augmented reality, large-scale visual perception pipelines and on data-driven prediction and planning for autonomous driving. I currently work on leveraging graph learning for decoding complex biology - both on the machine learning and engineering aspects.

#### **EDUCATION**

## Georgia Institute of Technology

Atlanta, United States

Master of Science in Computer Science (Specialization: Machine Learning); GPA: 3.8/4.0

Aug. 2016 - Jun. 2018

## Birla Institute of Technology and Science, Pilani

Goa, India

Bachelor of Engineering in Electrical and Electronics; GPA: 7.85/10.0

Aug. 2011 - July. 2015

#### EXPERIENCE

## Relation Therapeutics

London, UK

ML Research Engineer

Nov 2020 - Present

• Tech team: I work on a mix of software engineering, ML model development and data science pipelines to decode complex biology for drug discovery and therapeutic development.

### Lyft Level 5

London, UK

Research Engineer

Nov 2018 - Apr 2020

• AV Research: I led the research and development of a deep learning based prediction and planning module for autonomous driving in open-road scenarios. I designed the experiments, analyzed and iterated on the models, and collaborated with the Autonomy team to set up the pipeline to plumb it through to the AV Simulator.

Open-sourced results

Toolset: Pytorch, NumPy/SciPy stack

• Visual Trajectories: I worked on building a cloud based offline pipeline for extracting accurate large-scale 3D trajectories of vehicles and pedestrians from dash-cam mounted on a large number of Lyft vehicles. I was one of a team of 6 responsible for building this. In effect, this productionized my previous research paper at Blue Vision Labs.

Toolset: Golang, Python, Flyte + AWS

### Blue Vision Labs

London, UK

Research Engineer

Aug 2018 - Nov 2018

• Blue Vision Labs was acquired by Lyft Level 5: I worked on leveraging large-scale visual data for visual SLAM, semantic map annotation, perception and prediction systems.

### Blue Vision Labs

London, UK

Research Engineering Intern - CV/ML

May 2017 - Mar 2018

• Improving pose graph optimization for faster city-scale map building: I worked on the pose graph optimization step of the map building pipeline and was able to make it faster by an order of magnitude enabling it to scale to city-size maps easily.

Toolset: Python, C++, Ceres-solver

• Visual vehicle tracking through noise and occlusions using crowd-sourced maps: I built a 3D vehicle tracking pipeline from scratch on top of city-scale localization system. Given a stream of images taken from a monocular camera mounted on a moving car and accurate localization, the system detects and generates 3D position and pose estimates of moving cars around it.

Toolset: Python, Caffe

• Motion prediction from large-scale motion priors using mobile phone-equipped vehicles: I designed and implemented a non-parametric method predicting future poses of vehicles in urban environments leveraging motion data which were collected efficiently through crowd-sourcing at city-scale. This approach does not need any manual annotation or semantic labeling and implicitly encodes traffic and environment-specific rules into the prior.

# Georgia Institute of Technology

Backend developer Jan 2017 - May 2017

• MINED Group: I wrote and deployed a complete Django+PostgreSQL system for Equipment and Lab Automation project supporting various Material Informatics specific research and data management tools. The system was integrated with Raspberry-Pi based scanner that automatically authenticates users and processes samples into the cloud database.

# Google Summer of Code

Remote, IN

Atlanta, US

Intern

Apr 2014 - Jul 2014

• VisPy: I implemented fast triangulation algorithms in numpy and expanded the visuals engine to allow users to draw with rich set of primitives without any knowledge of OpenGL.

#### **PUBLICATIONS**

- Suraj, M. S., Grimmett, H., Platinský, L., & Ondrúŝka, P. (2018, October). Visual vehicle tracking through noise and occlusions using crowd-sourced maps. In 2018 IEEE/RSJ International Conference on Intelligent Robots and Systems (IROS) (pp. 4531-4538). IEEE.
- Suraj, M. S., Grimmett, H., Platinský, L., & Ondrúŝka, P. (2018, June). *Predicting trajectories of vehicles using large-scale motion priors*. In 2018 IEEE Intelligent Vehicles Symposium (IV) (pp. 1639-1644). IEEE.