

Dhruv Iyer

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Education

The University of Tokyo

B., Eng. in Mechano-informatics (Mechanical Engineering with specialization in Information Sciences) Tokyo, Japan
April, 2019 – March, 2023

Grade: 3.6 GPA

Awards and Honors: MEXT Japanese Government Scholarship

Tokyo University of Foreign Studies

One Year Intensive Japanese Language Course Tokyo, Japan
April, 2018 – March, 2019

Awards and Honors: MEXT Japanese Government Scholarship

Pace Junior Science College

High School Mumbai, India

Final Grade: 95%

Awards and Honors: Advancement up to National Level of International Chemistry Olympiad

Work Experience and Extracurricular Activities

Robert Bosch GmbH, Japan

Chassis Systems Engineering Intern, Sensors Manufacturing Department Tochigi, Japan
August, 2020 – September, 2020

Main tasks and responsibilities:

- Identified bottlenecks in the sensor production line through cycle time analysis.
- Presented efficiency improvement proposals for key cells in the production line.
- Created a template to be circulated around the factory for technical loss analysis in machines.
- Inspected the regular functioning of robots by analyzing functional data using R.
- Examined SCARA robots regularly for maintenance.

MEXT Scholars' Association

Vice Head of Externals Tokyo, Japan
September, 2019 – Present

Main tasks and responsibilities:

- Negotiate agreements with partner companies.
- Relay key information relating to life and work in Japan from partner companies to MEXT scholars.
- Organize regular meetings for the planning of career events and information sessions.
- Achieved long term deals with companies providing vital services for international students in Japan.

Dataact Japan

Data Analyst Tokyo, Japan
February, 2020 – May, 2020

Main tasks and responsibilities:

- Performed data analysis using clients' sales data and propose solutions for their marketing strategy.
- Participated in regular study meetings in order to learn modern data analysis methods for improvement of service.

Softbank

Regional Revitalization Project Intern Tokyo, Japan
March 2021

Main tasks and responsibilities:

- Undertook the case of Higashimatsushima, a small town of about 30000 people in Northeastern Japan, working on a campaign for the promotion of healthy food habits among youngsters of Higashimatsushima and the revitalization of small eatery businesses.
- Mainly handled the financial and accounting aspects of the project
- Received a tentative agreement with PayPal, a subsidiary company of Yahoo, towards the on-site implementation of the project

Procter & Gamble

Tokyo, Japan

Japan Representative at P&G CEO Challenge (Business Competition)

February 2021 – March 2021

- Presented a marketing campaign for the rollout of Oral-B toothbrushes in Japan at the Japan regional round and proceeded to the Asia-Pacific Round.
- Presented a product launch campaign in the Singaporean oral care market at the Asia-Pacific Round.

Bizjapan

Tokyo, Japan

Project Leader at UT-BASE English

August 2021 – Present

- Started a project called UT-BASE English aimed at informative content in English regarding campus life, academics, internships, etc... in order to aid the international students at the University of Tokyo
- In collaboration with UT-BASE, a student media platform, published articles on their website (https://ut-base.info/article_categories/20)
- Created strategies for marketing and advertising, debugged the website, arranged meetings and kept tabs on the overall progress of the project.

Research Experience**CREST HCI for ML Project, the University of Tokyo**

Tokyo, Japan

Student Research Intern

March 2021 – Present

Advisor: Prof. Takeo Igarashi

- Working on a research project at the CREST HCI for ML Project.
- The project focuses on crowd-sourcing rewards for Multi-Agent Reinforcement Learning.
- Currently working on developing an interactive MiniGrid environment in order to deploy the cooperative multi-agent system, in addition to preparing a slightly modified version of the Hysteretic Q Learning algorithm for the Multi-Agent Reinforcement Learning.

Research Interests

- Applications of HCI in everyday life, especially in eldercare
- Intelligent agents in VR and AR systems
- Improving user experience in VR, especially for reducing VR sickness

Skills

Programming Languages: Python, R, C++, C, C#, Lisp, Javascript (ReactJS) (fluency in HTML and CSS as well)

Software: Unity, Blender, Excel, Solidworks, ROS

Language Skills: English (First Language), Tamil (Mother tongue), Hindi (Fluent), Japanese (Fluent - Native Level), Spanish (Intermediate with university certification)

Other Achievements:

Completion of Global Leadership Program (GLP-GEfIL) by writing a research paper on the Analysis of Legal Documents of the International Criminal Court using Natural Language Processing Technology