Dhruv Iyer

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Education

The University of Tokyo

Tokyo, Japan

B., Eng. in Mechano-informatics (Mechanical Engineering with specialization in Information

Sciences)

April, 2019 - March, 2023

Grade: 3.6 GPA

Awards and Honors: MEXT Japanese Government Scholarship

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Tokyo University of Foreign Studies

Tokyo, Japan

One Year Intensive Japanese Language Course April, 2018 - March, 2019

Pace Junior Science College

Mumbai, India

High School Final Grade: 95%

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

Work Experience and Extracurricular Activities

Robert Bosch GmbH, Japan

Tochigi, Japan

Chassis Systems Engineering Intern, Sensors Manufacturing Department 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

Tokyo, Japan

Vice Head of Externals

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.

Datact Japan

Tokyo, Japan

Data Analyst

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

Tokyo, Japan

Regional Revitalization Project Intern

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 PayPay, 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