

EXPERIENCE	<b>Argonne National Laboratory</b> <b>Postdoctoral Appointee</b> Implemented a parallel particle tracer for in-situ analysis and visualization of MPAS-Ocean simulation output. Researched and implemented novel load balancing methods for the parallel particle tracer. Languages used: C++/Fortran.	May 2018 - May 2021
	<b>SCI Institute, Univ. of Utah</b> <b>Graduate Research Assistant</b> Developed novel visualizations and statistical methods to summarize ensemble data of various types such as ensembles of isosurfaces, paths on a graph, high dimensional data and graphs. Languages used: Python, JavaScript, HTML, C++	Jul 2013 - May 2018
	<b>Visual Perception lab, Univ. of Utah</b> <b>Graduate Research Assistant</b> Designed and developed VR experiments to evaluate the effect of animated self avatars in virtual environments. Languages used: Python	Jan 2012 - Jun 2013
	<b>Infosys labs, Infosys Tech. Ltd.</b> <b>Systems Engineer</b> Maintained reporting module for a web accessibility, assessment & remediation tool and developed prototype social networking and augmented reality platform for retail customers. Languages used: Java, JavaScript, HTML, SQL	Jul 2008 - Jul 2011
	<b>University of Utah, Salt Lake City</b> <b>PhD, Computing</b> , GPA: 3.92 Thesis: Depth based Visualizations for Ensemble Data and Graphs Advisor: Ross T. Whitaker	2013 - 2018
EDUCATION	<b>MS, Computing</b> , GPA: 3.93 Thesis: Effect of Animated Self-avatars in Virtual Environments Advisors: William B. Thompson(Computing) & Sarah Creem-Regehr (Psychology)	2011 - 2013
	<b>University of Pune, Pune</b> <b>BEng., Electronics &amp; Telecomm.</b> , First Class with Distinction Senior Project: Real-time Hand Gesture Recognition and Tracking	2004 - 2008
SKILLS	<b>Languages</b> : C++, Python, Javascript/Typescript, HTML <b>Visualization tools</b> : OpenGL, VTK/Paraview <b>HPC/Parallel programming</b> : MPI, C++11 threads <b>Web technologies</b> : React, babylon.js, d3 <b>Other tools</b> : L <sup>A</sup> T <sub>E</sub> X, Git, CMake, spack, pnetcdf, vim, tmux	
AWARDS	<ul style="list-style-type: none"><li>• 2021: IEEE Pacific Visualization Best Paper Award</li><li>• 2019: IEEE Visualization Best Paper Award (Scientific Visualization track)</li><li>• 2017: IEEE Visualization Doctoral Colloquium Travel Grant</li><li>• 2016: Best Poster Award at UofUtah School of Computing annual poster session</li><li>• 2016: Lt Governor of Utah's Certificate of Appreciation for Volunteering</li><li>• 2015: Best Poster Award at UofUtah School of Computing annual poster session</li><li>• 2010: Spot Award, an Infosys performance award, for work on VR platform</li><li>• 2008: Medal for Best Senior Project in Electronics &amp; Telecomm. department</li></ul>	