

# GAURAV PARUTHI

Entrepreneur / Design Technologist / R&D Engineer



## EDUCATION

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| <b>Ph.D. Information Science</b><br><i>University of Michigan, Ann Arbor, MI</i>   | <i>2011- 2017</i>     |
| <b>Graduate Certificate in Computational Discovery and Engineering</b>   | <i>2015</i>           |
| <b>B.E.(Honors) Electrical and Electronic Engineering</b><br><i>Birla Institute of Technology and Science, Pilani, India</i> | <i>Fall 2005-2009</i> |

## PROFESSIONAL EXPERIENCE

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| <b>Co-founder/ CTO, Arboreum</b><br>Credit access via decentralized networks  | <i>May, 2020 - Now</i> |
| <b>R&amp;D Engineer, KindredAI</b><br>Developed computer vision models and systems for robot manipulation at scale.   | <i>2018 - 2020</i>     |
| <b>Human-Computer Interaction Researcher, University of Michigan</b><br>Developed systems to explore novel design space after qualitatively understanding complex human behavior. | <i>2011 - 2017</i>     |
| <b>Design Technologist, IDEO CoLab</b><br>Designed an end-to-end smart cities product involving user research and extensive prototyping.  | <i>Summer 2017</i>     |
| <b>Founding Engineer, Sophus Inc.</b><br>Led the technology and design effort to build a hyperlocal expertise sharing app.  | <i>2016</i>            |
| <b>Researcher, PARC, Palo Alto, California</b><br>Explored the human-centered design of an AI assistant.  | <i>Summer 2015</i>     |
| <b>Researcher Engineer, Microsoft Research</b><br>Designed, engineered, and evaluated educational technologies for resource constrained environments.                             | <i>2009 - 2011</i>     |

## SKILLS

**Programming Languages:** Python, Javascript, Swift, Go, C/C++, C#, SQL  
**Machine Learning:** Pytorch, Scipy, Numpy, Pandas, Keras  
**Frontend Frameworks:** React, Typescript, Mobx, Flask, Serverless  
**Usability and Design:** Hi-fi & Lo-fi Prototyping, Personas & Scenarios, Journey Maps, A/B test  
**UX Research:** Qualitative, Quantitative, Experiments, Interviews, User Enactments, Surveys  
**Hardware Prototyping:** Arduino, Raspberry PI, Photon, BLE

## SELECTED PUBLICATIONS

Zaky Y., Paruthi G., Tripp B., Bergstra J. **Active Perception and Representation for Robotic Manipulation** *Computer Vision and Pattern Recognition, arXiv preprint 2020*  
Paruthi et al. **Finding the Sweet Spot(s): Understanding Context to Support Physical Activity Plans** *IMWUT'18*  
Paruthi et al. **Heed: Exploring the Design of Situated Self-Reporting Devices** *IMWUT'18/ UbiComp'18*  
Paruthi et al. **Utilizing DVD players as low cost offline Internet Browsers** *CHI'11 Top 5%*

## AWARDS AND HONORS

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| <b>Top 1% IDEO CoLAB Fellowship</b>  | <i>2017</i>       |
| <b>First</b> , Exposition, School of Information, University of Michigan                             | <i>2013, 2016</i> |
| <b>First</b> , Kaggle Competition for the Course SI-721 Data Mining,                                 | <i>2012</i>       |
| <b>National Finalist</b> , for Google Product Prodigy,   | <i>2009</i>       |
| <b>National First Runner-Up</b> , in Microsoft's Imagine Cup, in Software Design, Out of 4000 Teams. | <i>2007</i>       |
| <b>First</b> , Binary Pirates, India's first Capture the flag hacking contest, Quark                 | <i>2008</i>       |