

GAURAV PARUTHI

Entrepreneur / Design Technologist / R&D Engineer



EDUCATION

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

PROFESSIONAL EXPERIENCE

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

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