

# Ashris Choudhury

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## Education

**Indian Institute of Technology**  
Bachelor of Architecture (Hons)  
May 2017 • GPA 8.15

## Courses

Programming and DS  
Python Specialisation\*  
User Experience Research\*  
Visual Semantics  
Future Cities\*

*\*Courses done on Coursera and edX*

## Skills

Web Development  
UI/UX Prototyping  
Machine Learning  
Content Writing  
Video Making

## Tools

Python  
Processing  
HTML/CSS/JS  
Node/Express  
MongoDB  
Tensorflow  
MATLAB  
Adobe Creative Suite

## Projects

[iashris.com](http://iashris.com)

## Involvement

**Executive Editor, Scholars' Avenue**  
Campus Newsbody

**KGP Language Learners**  
Founder

**Member, Ambar**  
LGBTQ Support Group

## Experience

**ETH Zurich, Switzerland** *May-Jul 2015*  
Research Intern

- Developed a virtual reality based research framework that provides architects with the realtime cognitive response to their spatial designs.
- Implemented a neural network to detect emotions from physiological and neurological data of users experiencing virtual reality.
- Awarded a research position at Bauhaus University, Weimar.

**Witworks, Bangalore** *Dec-Jan 2016*  
Product Design Intern

- Worked on 'Blink', an IoT wearable that provide access to services and information on-the-go that raised an undisclosed seed funding.

**FabLab CEPT, Ahmedabad** *May-Jul 2014*  
Maker Intern

- Completed all projects of 'How To Make (Almost) Anything': 3d printing, electronic design, creative sensors, digital fabrication, etc.
- Developed 'The Musical Facade', an art installation that syncs its motion with the frequency of music being played.

## Workshops

**Chalmers University of Technology, Sweden** *Apr 2016*  
Autodesk Smartgeometry 2016

- Developed a gamification based platform for non-designers to work on collaborative architectural designs.

**Chinese University of Hong Kong** *Jul 2014*  
Autodesk Smartgeometry 2014

- Designed algorithms to automate the planning process of urban layout in Singapore. Developed the UI/UX of the tool on Processing.
- Offered summer internship at ETH based on performance.

## Competitions

**GE Edison Challenge** *Mar 2016*  
Finalist ( Top 25 in India )  
Worked on a gamification based platform that encourages good traffic behaviour through positive reinforcement.

**Tata Social Enterprise Challenge** *Dec 2015*  
Quarter Finalist (Top 40 in India)  
Worked on a gamification based platform that encourages good traffic behaviour through positive reinforcement.

## Publications

**Statistical Approach to Site Zoning Using Method Of Overlays**  
Ongoing research paper guided by Prof. Abraham George