

ISHAAN PARANJAPE

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EDUCATION

University of California, Santa Cruz MS, Computer Engineering	<i>2017 - 2019</i>
Savitribai Phule Pune University Bachelor of Technology, Electronics and Telecommunications Engineering	<i>2013 - 2017</i>

SKILLS

Programming languages	C/C++, Python, MATLAB
Technical documentation	LaTeX
Tools	Unreal Engine 4 and 5, Unity, Blender, CARLA simulator

EXPERIENCE

Summer Intern, Autonomous Vehicle Simulation Intern Summer 2021, Summer 2022
Ford Motor Company

- Worked with the simulation team both times. Projects included simulation scenario variation and 3D environment generation from LIDAR and camera data for testing autonomous vehicles.

Associate Instructor Summer 2020, Session 1, Spring 2023
University of California, Santa Cruz

- Taught the university courses *Game Technologies* and *Foundations of Video Game Design* where core concepts of Unreal Engine and game design were covered respectively. Responsibilities included creating course syllabus and content, giving lectures and managing teaching staff (team of 7 for Spring 2023).

Teaching Assistant Spring 2018 - December 2023
University of California, Santa Cruz

- TA for the undergraduate capstone game project courses, Phaser and Unity game engine (4 times) based courses and a game graphics course. Responsibilities included leading weekly discussion sessions or team project meetings and helping with the administration of the class.

PUBLICATIONS

A Modular Architecture for Procedural Generation of Towns, Intersections and Scenarios for Testing Autonomous Vehicles IEEE Intelligent Vehicles Symposium 2020

- This paper currently has 22 citations.