

JAIDEV SHRIRAM KARIYATT

SAN DIEGO, CA · (619) 953-7110 · JKARIYATT@UCSD.EDU · LINKEDIN.COM/IN/JAIDEV-SHRIRAM

EDUCATION

University of California, San Diego

Master of Science in Computer Science, **GPA: 4.0/4.0**

Expected June 2024

San Diego, USA

International Institute of Information Technology, Hyderabad

Bachelor of Technology in Computer Science, **GPA: 9.37/10**

May 2022

Hyderabad, India

SKILLS

Languages: Python, C, C++, MATLAB, JavaScript, HTML/CSS, Bash

Tools: PyTorch, Git, OpenCV, Kornia, Open3D, ROS, Pandas, Wandb, Tensorboard, Slurm, Docker, Numpy

Relevant Coursework: Machine Learning, Computer Vision, 3D Deep Learning, Robotics, Optimization Methods

PUBLICATIONS AND PATENTS

Leveraging Attention for Indoor Layout Estimation

Comp. Vision, Machine Learning

IROS '22 (Patent Filed)

(Award Winner) Automated Soundtrack Construction

Comp. Vision, Machine Learning

ISMIR '22 (Patent Filed)

Analysing Lyrical Preferences for Individuals At Risk of Depression

Data Analytics

SMM '21 @ INTERSPEECH

EXPERIENCE

Computer Vision Researcher

May 2020 – May 2022

Robotics Research Center, IIIT-Hyderabad

Hyderabad, India

- Surpassed state of art by 10% on mapping indoor spaces, resulting in a top robotics conference publication (IROS '22)
- Improved robot navigation by 27% in indoor simulations, with smarter routes afforded by our CNN map estimator
- Trained semantic segmentation and self-supervised depth estimation networks on distributed GPUs with PyTorch

Computer Vision Researcher

January 2021 – May 2022

Kohli Center on Intelligent Systems, IIIT-Hyderabad

Hyderabad, India

- Created highly rated immersive soundtracks for books automatically using multi-modal AI (text-video alignment, text-image retrieval) and audio processing, resulting in a top music technology conference publication (ISMIR '22)
- Extended a CVPR '15 paper by enabling higher granularity text-video matching, using CLIP based ranking and retrieval

Software Engineering Intern

June 2021– August 2021

Graphics and Experiential Media Lab, Dalhousie University

Halifax, Canada

- Selected by Mitacs (Canadian research organization) for a project to improve character navigation in Virtual Reality
- Devised novel pathfinding techniques on navigation graphs using spatial information, enhancing character realism

Software Engineering Intern

January 2020 – May 2020

subtl.ai (Language Processing Startup)

Hyderabad, India

- Led a team of four using agile framework to detail software requirements and deliver a final product in three months
- Engineered a new analytics and onboarding dashboard in Django, improving admin operations and user experience

PROJECTS

3D Reconstruction from Images | *Computer Vision, Machine Learning [Python]*

- Reconstructed complex 3D objects using neural radiance fields in PyTorch, achieving 30+ PSNR on novel view synthesis

Computer Vision Algorithms | *Computer Vision, Machine Learning [Python]*

- Ranked #5/200 on an online food identification contest, using EfficientNets with MixUp data augmentation
- Implemented image captioning networks using RNN, LSTM, and multi-head transformer from scratch without autograd

Image Based Structure and Motion Estimation | *Computer Vision, Robotics [Python]*

- Successfully reconstructed 3D environment from a moving car using just a monocular video stream, on KITTI dataset
- Triangulated image pairs for depth estimation with ICP and Perspective-n-Points for accurate pose estimation

Efficient Key-Value Storage API | *Software Development [C++]*

- Outperformed 25 teams (#1 rank), handling one million concurrent API requests with minimal RAM and CPU usage
- Built a compressed trie from scratch with memory optimizations to maximize key-value API transaction throughput

AWARDS AND ROLES

Google Research Week (Computer Vision) India 2022 Participant

Dean's Award for Academic and Research Excellence (IIIT Hyderabad)

Runner up at Megathon'19 (National Hackathon in India) | Awarded by PricewaterhouseCoopers