# Jasmeet Singh

Developer | GSoC'er | Masters, UBC | B. Tech., IIT

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## **Experience**

<u>ANSLab, UBC</u> | Research Assistant - Mesh Generation Software Sep-2017 - May 2020 | Vancouver, BC

- Created a C++ surface mesh generation application (EDAMSurf) to produce surface meshes automatically from a given triangulation.
- Features in the mesh such as quad-dominance and anisotropy make the mesh suitable to serve as an input to 3D mesh generator and produces more accurate an robust fluid flow simulation results.
- Worked on a large project (200,000 lines of code and 5 team members) using Jenkins CI and Git. Wrote unit tests and regression tests for robust application development.

CGAL, Google Summer of Code | Software Development Intern
May 2019 - July 2019 | Vancouver, BC Website Github Docs

- Developed basic viewers for various data structures in Computational Geometry Algorithms Libraty (CGAL) using C++, Git, GitHub, template metaprogramming concepts.
- Basic viewers that I wrote are global functions that visualize 3D data-structures of CGAL. They help to visualize the result of an algorithm and can other developers to debug their code.
- Interactive viewers were developed for data structures Voronoi Diagram, Nef Polyhedra, Periodic Triangulaiton and Arrangement 2D.

Indian Institute of Science | Research Assistant - Interdisciplinary Work Jan 2016 - July 2017 | Bangalore, India

- Developed an algorithm to convert spatial flame fronts into connected graphs using MATLAB. Performed network analysis on the constructed graphs to infer flame front characteristics.
- This study produced state of the art highly enriched graphical representation of flame fronts and was a pioneering interdisciplinary work in complex networks and combustion dynamics.

# **Projects**

Secondary Animation using Dynamic Kelvinlets
Digital Humans Course Project | Sep 2019 - Dec 2019 Github Report

- Implemented a procedure to automatically add secondary motion to objects given skeletal animation keyframes for a model using linear blend skinning.
- The algorithm solves elastodynamics equations to compute material response towards elastodynamic forces.
- The implementation runs in about real time (55.6 FPS) and requires no information about the geometry of the object being animated. Technologies used - C++, Git, OpenFrameWorks (OpenGL).

Canvas Drawing Application
Side Project | March 2020 - April 2020 <u>Website</u> <u>Github</u>

 Created a canvas drawing application where multiple people can draw at the same time on a canvas using Linux, Apache2, Php, and Google Firebase infrastructure.

## **Publications**

- Singh J., Olliver Gooch, Carl F. "Advancing Layer Surface Mesh Generation." AIAA Scitech 2020 Forum. 2020.
   Best Student Paper Award.
- Singh, J., Belur Vishwanath, R., Chaudhuri, S., & Sujith, R. I. (2017). Network structure of turbulent premixed flames. Chaos: An Interdisciplinary Journal of Nonlinear Science, 27(4), 043107.
- Singh, J. (2020). Entire domain advancing layer surface mesh (EDAMSurf) generation (Masters dissertation, University of British Columbia).

#### **Education**

MASc, Mechanical Engg., University of British Columbia Grade - 92.7% Sept 2017 - May 2020

B.Tech, Mechanical Engg., IIT BHU, Varanasi *Grade - 8.22/10 July 2011 - May 2015* 

#### **Skills**

C++ • Java • Python • JavaScript
• HTML • CSS • MySQL • Google
Cloud • MongoDB • Data
structures • Algorithms • OOP •
Numerical Simulation •
Visualization • Computational
Geometry

Best Student Paper Award - 2019

### **Awards**

AIAA SciTech 2020 Continuing Merit Award -2018 **UBC** Department Entrance 2017 Scholarship - UBC Merit-Cum Means 2015 Sholarship | 4 years of Bachelor's | 95 percentile Unilever Future Leaders 2013 Internship Fellowship - Pan 99.3 percentile in IIT - Joint 2011 **Entrance Exam** 99.7 percentile in All India 2011 **Engineering Entrance** Examination

# Leadership

VP, Communications - 2018-Interdisciplinary Graduate 2019 Student Network (iGSN) Co-Founder and Core 2014-Member - Career Guidance 2015 Forum, IIT, Varanasi