

Kaushik Subramanian

CONTACT INFORMATION	48C Cedar Lane, Highland Park, NJ - 08904, USA	Mobile: +1 650 454 4701 E-mail: kausubbu@eden.rutgers.edu www: http://www.ece.rutgers.edu/~kausubbu
ACADEMIC QUALIFICATIONS	Rutgers, The State University of New Jersey Master of Science in Electrical and Computer Engineering (ECE)	Graduation in May 2010 GPA - 3.57/4
	Anna University, India Bachelor of Engineering in ECE	July 2004 - May 2008 GPA - 72/100
RESEARCH EXPERIENCE	Present - <i>Project Assistant</i> at the Real Life Reinforcement Learning Lab (RL ³), Rutgers.	
	<i>Intern</i> at RWTH Aachen University, Germany Completed a 3 month internship on Humanoid Robot Learning by Demonstration using Gaussian Mixture Models.	June 2009 - August 2009
	<i>Intern</i> at Texas Instruments, India Completed a 3 month internship focusing on Data Compression in Video Encoding Techniques.	May 2008 - July 2008
	<i>Research Trainee</i> at WArAn Research FoundaTion, India Completed a 2 year Research Training program with specialization in Signal Processing.	June 2006 - May 2008
COMPUTING SKILLS	<i>Programming</i> - C, C++, Java, Python, Matlab <i>Softwares</i> - ROS, OpenCV, Tekkotsu, Fawkes <i>Assembly Language</i> - AVR Microcontroller, 8051, 8086, 8085 <i>Operating Systems</i> - Unix and Windows	
ONGOING PROJECTS	<i>Masters Thesis</i> - Analysis of the effect of human interactions on Reinforcement Learning algorithms, with focus on methods like Learning by Demonstration and Apprenticeship Learning. <i>Advisor</i> - Prof. Michael Littman	
COMPLETED PROJECTS	<i>Robot Learning by Demonstration using GMM's</i> (KBSG Lab, RWTH University) A behavior acquisition model was developed for the Nao's using Gaussian Regression. After generalizing the kinesthetic demonstrations, the robot was used to imitate constrained reaching gestures. <i>Advisor</i> - Prof. Gerhard Lakemeyer	
	<i>Best Narration Award - Introduction to Reinforcement Learning</i> (RL ³ Lab) The Lego Mindstorms was programmed to learn real-time in a deterministic environment and to build a model of the world using concepts of Graph Search and Dynamic Programming. A video tutorial was submitted to IJCAI 2009. <i>Advisor</i> - Prof. Michael Littman	July 2009 April 2009
	<i>Autonomous Object Recognition using Corner Detection</i> (Rutgers) Implemented using Corner Descriptors and Geometric Point Matching methods. The advantage of the system was the reduced number of descriptor points as compared to the SIFT algorithm. <i>Advisor</i> - Prof. Lawrence Rabiner	December 2008
	<i>Parallel Particle Swarm Optimization</i> (Rutgers) Parallel implementation of the PSO algorithm using MPI. The aim is perform a comparative analysis with the sequential algorithm and to test its application for Multi-Agent Systems. <i>Advisor</i> - Prof. Manish Parashar	December 2008
	<i>Mobile Video Reference Data Compression</i> (TI) Developed transform-based techniques using C to compress the reference data acquired from videos captured using mobile phones. This technique was implemented in the H.264 standard. <i>Advisor</i> - Mr. Ajit Gupte	July 2008
PUBLICATIONS	Thomas J. Walsh, Kaushik Subramanian, Michael L. Littman, Carlos Diuk: <i>Generalizing Apprenticeship Learning across Hypothesis Classes</i> . To appear in ICML 2010, Haifa, Israel, June 2010.	
	Kaushik Subramanian: <i>Task Space Behavior Learning for Humanoid Robots using Gaussian Mixture Regression</i> . To appear in AAAI 2010, Atlanta, USA, July 2010.	

WORKSHOPS

AAMAS 2010 ALIHT Workshop in Toronto, Canada, May 2010

Presentation on Generalizing Apprenticeship Learning across Hypothesis Classes.

Dhi Yantra 2008, Workshop on Supercomputing and Brain Modeling conducted by the WARFT, India.

Presentation on Higher Order Gabor Statistics for Speech and Image Signal Feature Extraction.

EXTRA-CURRICULAR ACTIVITIES

Ardent fan of Origami and Sudoku.

Trained in singing and can also play the guitar and keyboard.

Active participation in Soccer Events.