SF Bay Area, CA

MUHAMMAD A. RIAZ

EMPLOYMENT

Machine Learning Engineer

Apple Inc.

Oct 2016 - Present

- Worked on development and evaluation of Vision and Machine Learning solutions.
- Developed directional light estimation in ARKit, a framework shipped with iOS 11.

Graduate Student Researcher

University of California, San Diego

Spring 2015 - Summer 2016

Visual Computing Center (Prof Ravi Ramamoorthi)

- Implemented fully automatic, state of the art single view 3D reconstruction (SVR) system for human faces.
- Predicted cast shadows on the face; significantly reduced reconstruction error due to shadowing.
- Designed and implemented a hybrid of parametric model and shape from shading; captured local details while preserving global shape.

Research Assistant

LUMS, Pakistan

Jun 2012 - Jan 2014

Computer Vision Group

- Performed extensive per stage quantitative stability testing of in-house single view reconstruction algorithm.
- Implemented chirality constraints on the search space; reduced false positives by 32%.

EDUCATION

M.S. Computer Science

University of California, San Diego

July 2016

• GPA: 3.78

B.S. Electrical Engineering

LUMS, Pakistan

May 2012

• In-major GPA: 3.73, cGPA: 3.67

Relevant Courses:

- Computer Vision I & II
- · Real-time High Quality Rendering
- Advanced Computer Graphics
- Neural Networks, Pattern Recognition
 Advanced Algorithms
- Embedded Image Processing
- Probabilistic Reasoning and Learning
- Advanced Algorithms
 Advanced Computer Architecture
- Graduate Operating Systems

PROJECTS

- Expression Retargeting (2011). Projects facial expression from sparse MOCAP data onto a dense 3D character using spatio-temporal basis.
- Convolutional Neural Network (2015). A reconfigurable CNN framework with accuracy>91% on MNIST.
- **Pre-computed Radiance Transfer** (2015). Real-time rendering system; pre-computes geometric information and renders object under dynamic environment maps at more than 100 fps.

ADDITIONAL EXPERIENCE AND AWARDS

- **Teaching Assistant (2009 2014):** Assisted in Computer Vision, Computer Networks, Introduction to Programming (C++), Computational Problem Solving (MATLAB).
- Media Coordinator (2011): Led the media cell at Young Leaders' Summit and secured print media coverage.
- Best project (2009): 2nd prize for best course project in freshman year for Speech Recognition system.
- Dean's Honor List (2008-12): Remained on Dean's List throughout the undergraduate period.
- 3rd Place nationwide (2008): Gold medal in International Math's Kangaroo Contest (Pakistan).

TECHNICAL SKILLS

- C++, C, MATLAB, OpenGL, Python, Bash, Verilog, MySQL, JavaScript, HTML, CSS
- 3D Reconstruction, Computer Vision, Neural Nets, Artificial Intelligence, GPU Programming, Image Processing