PRAMOD KOTIPALLI https://p13i.io/











SUMMARY

- » Experienced engineer driven towards making novel contributions in research, formerly in entrepreneurship
- » Research interests: human-computer interaction, human-centered product design, graphics, A.I., & robotics
- » Award-winning filmmaker, photographer, & graphic artist · Advocate for diversity & inclusion in STEM

EDUCATION

Stanford University

September 2019 - June 2022

Masters of Science · Computer Science · June 2022 (expected)

Research advisor: Sean Follmer

Concentrations: Human-Computer Interaction & Artificial Intelligence

Coursework: Image Synthesis Techniques (Matt Pharr & Pat Hanrahan) · Design of Smart Products (Sean Follmer) · Domain Specific Programming Models and Compilers (Fred Kjolstad) · Engineering Design Optimization (Mykel Kochenderfer) · Physically-Based Animation and Acoustics (Doug James)

Georgia Institute of Technology

August 2015 - August 2019

Bachelors of Science · Computer Science · 2019

Primary research advisor: Thad Starner

GPA: 3.83/4.00 (Faculty Honors: 4.00 GPA in Spring 2016, Summer 2016, Spring 2017, & Spring 2018 terms) Coursework: Machine Learning (Karl Gemayel) · Game A.I. (Stephen Lee-Urban) · Data Structures (Monica Sweat) · Design and Analysis of Algorithms & Automata and Complexity (H. Venkateswaran) · Assembly & C (Pat Leahy) · Object-Oriented Programming (Chris Simpkins) · Perception and Robotics (Sonia Chernova) · Number Theory and Cryptography (special topics w/ Matt Baker) · Behavioral Imaging (special topics w/ James Rehg) · History of Modern Industrial Design (Joyce Medina)

RESEARCH EXPERIENCE

SHAPE Lab @ Dept. of Mechanical Engr. @ Stanford University

Stanford, CA (remote)

Graduate Research Assistant w/ Prof. Daniel Drew & Prof. Sean Follmer

September 2019 - present

- » Sound-source localization for multi-agent robotics systems (w/ Prof. Daniel Drew, University of Utah)
 - » Conducted literature review, experimented with Unity Game Engine's acoustics rendering
- » Model-predictive control for encounter-type haptics in virtual reality (w/ Eric J. Gonzalez. Ph.D. candidate)
 - » Surveyed relevant literature, implemented haptic redirection algorithms, currently contributing to Applications section of upcoming CHI 2022 submission

Department of Genetics @ School of Medicine @ Stanford University

. Software Engineer · Part-time Stanford, CA (remote) March 2020 - July 2020

- » Developed software for early detection of COVID-19 from wearable fitness trackers with 1,200+ users
- » Led development of iOS & Android features to streamline onboarding & improve data collection process
- » "PHD: A Scalable, Secure, and Interoperable Platform for Big Data-Driven Health Management" · Under review in Nature Communications · More information: https://innovations.stanford.edu/wearables

School of Interactive Computing @ Georgia Institute of Technology

Atlanta, GA

Project Lead + Undergraduate Research Asst. (w/ Prof. Thad Starner)

January 2018 - August 2019

- "RF-Pick: Comparing Order Picking Using a HUD with Wearable RFID Verification to Traditional Pick Methods" published to ACM International Symposium on Wearable Computers with Best Paper Award
 - » Study contributions: surveyed literature to ensure user study is consistent with prior work, organize data collection/logging process, perform statistics tests, & paper writing · Presented to Georgia Tech undergraduate research symposium
 - » Technical contributions: embedded systems, networking, in-study visualizations, automation of picklist PDF generation, & post hoc error labeling tool for study team
- "Comparing Order Picking Guidance with Microsoft Hololens, Magic Leap, Google Glass XE and Paper" published to ACM HotMobile 2021 · "Towards Finding the Optimum Position in the Visual Field for a Head Worn Display Used for Task Guidance with Non-registered Graphics" published to ACM IMWUT March 2021
 - » Study contributions: advise main study team on user study design & interface design
 - » Technical contributions: engineered pick lists to ensure consistency across conditions, implement sophisticated combinatorial graph search algorithm to determine optimal pick traversal paths
- » "Notification Perception with Visual Distraction on Google Glass and Smartwatches (Dual-Task)"
 - » Study contributions: literature review, designed dual-task user study with meticulous 20-page procedures guide, authored/revised IRB until approval, & piloted two participants · First self-directed study
 - » Technical contributions: Engineered Android app to present visual search task that dispatched notifications to paired Google Glass apps and Android Wear apps

Undergraduate Research Assistant

January 2016 - December 2016

- » Developed predictive health analytics for heart disease patients with Professor James Rehg, Wall Lab
- » Used MATLAB and Python to apply DSP + HMMs to on-body sensors to identify concerning behavior

RESEARCH **PUBLICATIONS**

Towards Finding the Optimum Position in the Visual Field for a Head Worn Display Used for Task Guidance with Non-registered Graphics

Published to ACM IMWUT (March 2021 edition) Authors: G. Lin, G., M. Haynes, S. Srinivas, P. Kotipalli, T. Starner https://dl.acm.org/doi/10.1145/3448091

October 2018 - March 2021

Comparing Order Picking Guidance with Microsoft Hololens, Magic Leap, Google Glass XE and Paper Published to ACM HotMobile 2021 October 2018 - February 2021

Authors: G. Lin, T. Panigrahi, J. Womack, D. Jatin Ponda, P. Kotipalli, T. Starner https://dl.acm.org/doi/10.1145/3446382.3448729

PHD: A Scalable, Secure, and Interoperable Platform for Big Data-Driven Health Management

Under Review in Nature Communications

March 2020 - June 2020 Authors: A. Bahmani, A. Alavi, T. Buergel, S. Upadhyayula, Q. Wang, S. Krishna Ananthakrishnan, D. Celis, D. Gillespie, G. Young, Z. Xing, M. Hoang Huynh Nguyen, A. Haque, A. Mathur, J. Payne, G. Mazaheri, J. Kenichi Li, P. Kotipalli, L. Liao, B. Rolnik, A. Celli, O. Dagan-Rosenfeld, E. Higgs, W. Zhou, C. Lauren Berry, K. Grace

Van Winkle, K. Contrepois, K. Bettinger, X. Li, M. Snyder

RF-Pick: order picking using a HUD with wearable RFID verification

Best Paper Award @ ACM Intl. Symposium on Wearable Computers Authors: C. Thomas, T. Panagiotopoulos, P. Kotipalli, M. Haynes, T. Starner https://dl.acm.org/doi/10.1145/3267242.3267290

January 2018 - October 2018

ACADEMIC AWARDS

Best Paper Award

ACM International Symposium on Wearable Computers (ISWC)

Singapore Awarded: October 2018

» "RF-Pick": Awarded for conducting a carefully-controlled study comparing new methods in wearables to current practices in the practical area of logistics.

Faculty Honors Georgia Inst.of Tech, Atlanta, GA

Office of the Registrar @ Georgia Institute of Technology

2016-2018

» Awarded to students who earn a 4.0 GPA in a full-time academic semester · Earned for four semesters

EXTRA-**CURRICULAR ACTIVITES**

<gt-webdev/>

January 2016 - December 2018

President, Officer, Technical Speaker

College of Computing » Worked with several officers to routinely design (and re-design) web dev curriculum for beginner students

- » Led weekly club meetings for 100+ students in attendance & hosted one-on-one weekly "office hours"
- » Led impactful initiatives as senior officer and President including: stronger & inclusive recruiting efforts, consistent and engaging communication, and project-based collaborative learning projects for students.
- » Closely interfaced with College of Computing leadership to develop an inclusive learning environment

INVITED **TALKS**

eWEAR Initiative (Stanford wearable computers interest group)

Stanford University November 2020

"Tangible teleportation kit: reducing the physical-emotional gap between 2D video calls and in-person interactions through friendly, immersive wearable haptics"

Presented by Pramod Kotipalli on behalf of Tangible Smart Clothing, Inc. Content contributors include Akshay Dinakar, Paul Lavengco, and Katie Fo.

Undergraduate Research Opportunities (UROP)

Georgia Institute of Technology

"RF-Pick: order picking using a HUD with wearable RFID verification"

April 2019

Presented by *Pramod Kotipalli* under guidance from Profs. Thad Starner & Gregory Abowd.

Cloud Rainstorm (weekend Splash program for high schoolers)

Learning Unlimited (learningu.org)

"The products we live with: a brief history of modern industrial design"

May 2021

Prepared and presented by Pramod Kotipalli.

"Stories in 2D: Sketching & Design Thinking"

May 2021

Prepared and presented by (alphabetically) Elyse Chase, Brian Do, Pramod Kotipalli, and Ahad Rhaf.

GRANTS

CHI 2021: Gary Marsden (Virtual) Travel Award

ENGR 145S: Technology Entrepreneurship

Remote March 2021

Sponsor: ACM SIGCHI

Remote

Richard Tapia Diversity Conference attendance grant Sponsor: Stanford Computer Science Department

October 2020

Grace Hopper Conference travel grant

Houston, TX

Sponsor: Google

October 2016

ACADEMIC SERVICE

Conference Reviewer

ACM ISWC 2021

Course Assistant

Stanford Mgmt. Sci. & Engr.

Summer 2021

PATENTS

Wearable Haptic System for Immersive Social Telepresence (Co-Inventor)

USPTO Provisional Patent No. 63086349 (Assigned to Tangible) Authors: A. Dinakar, P. Kotipalli. P. Lavengco, K. Fo

Filed: May 2020

INDUSTRY EXPERIENCE

Space Exploration Technologies Corp. (SpaceX)

Hawethorne, CA

Software Engineering Intern

September 2017 - December 2017

- » Designed, implemented, tested software solutions · Worked closely with PMs and UX designers
- » Automated supply chain processes in ERP: mitigated legal risk, increased business efficiency
- » Engineered SQL Server + .NET/C# backend that exposed RESTful APIs to AngularJS front-end

Cisco Systems

San Jose, CA

Software Engineering Intern

May 2017 - August 2017

- » Architected, researched, implemented test automation framework for Cisco's Cloud DVR services
- » Developed load testing and analysis framework to generate HTTP traffic & collect relevant statistics
- » Designed AngularJS front-end with Python/Django REST API and ELK · Orchestrates Docker containers
- » Saved 10+ hr/wk of manual and error-prone OS/network configuration · Increased engineer efficiency
- » Managed two full-time engineers · Deployed by AT&T DirecTV NOW to the scale of 1.1m monthly users

ATSDR @ U.S. Centers for Disease Control and Prevention (CDC)

Atlanta, G

Technical Consultant

August 2018 - May 2019

- » Advisors: Brad Goodwin, PhD, Lieutenant, U.S. Public Health Service Commissioned Corps (PHSCC) · Aaron Grober, MPH, CHES, Lieutenant, U.S. PHSCC
- » Gathered user requirements, & architected & delivered automated air quality analysis pipeline
- » Drastically reduced time for publishing reports on air quality, assisting CDC in its public health missions
- » Architected and developed desktop application to automate processing data from air quality sensors
- » Worked closely with five other teammates to develop in an Agile method and produce demo videos

School of Mechanical Engineering @ Georgia Institute of Technology

Atlanta, GA

Lead Software Developer (w/ Dr. Amit Jariwala, Director of Innovation)

- January 2016 May 2018
- » Built service used by 2,500 students and judges in Georgia Tech's Capstone Design Expo.
- » Integrated user feedback for highly-intuitive UX significantly reducing user onboarding.
- » Collaborated through Git-centered workflows with a tight feedback loop from advisers.

Anomo Inc. Seattle, WA

Product Management Intern

September 2014 - June 2015

» Collected user experience feedback, drafted product requirements for anonymous social networking app

INDUSTRY AWARDS & HONORS

Winner (Active Tooling Category) & Best Use of Google Cloud

Univ. of Washington, Seattle, WA

Dubhacks for Social Good & Hack'20 (respectively)

September 2020

- » Developed app to documents and analyze police encounters to help mitigate negative interactions
- » Displays Constitutional and Miranda rights while inconspicuously analyzing voice sentiment and context

Microsoft Prize

Emory University, Atlanta, GA

HackATI

November 2016

» Created hardware prototype & market strategy for smart watch wearers to shake hands & connect online

VENTURE-FORMATION EXPERIENCE

Tangible Smart Clothing Inc. (d.b.a. Tangible Teleportation Co.)

Stanford, CA & Remote

We're building the "world's first teleportation kit" through the use of immersive, on-body haptics · Our hardware lets you to feel the presence of your loved ones at a distance · https://tangible.team/

Advisor

April 2021 - present

- » Actively supporting team with transition to new software engineering leads
- » Routine conversations with founding team as to user-centered development & product design

Co-Founder, Founding Engineer, Head of Software

April 2020 - April 2021

- » Entrepreneurial contributions: Recruited & led software engineering team · Rountinely conducted UX research to inform our human-centered design process · Aided in fundraising · Developed company culture
- » Technical contributions: Led company to proof-of-concept, minimum-viable-project video calling cross-platform (React Native) application supported by a Bluetooth Low Energy haptics communication session and real-time internet data channel · Significant engineering effort

Copilot AI Atlanta, GA & Stanford, CA

We're building a wearable computer system for front-line warehousing & factory workers that displays critical process information in-situ & hands-free resulting in a more comfortable on-body user experience. We employ proprietary A.I. & computer vision analysis of worker gestures/movements for optimization of manual tasks.

Founder April 2018 - December 2019

- » Entrepreneurial contributions: Conducted need-finding, competitive analysis, investor interfacing, fundraising, customer pilots, & business analysis
- » Conclusion: Abandoned plan due to poor unit economics & unreasonably-long (in time & capital) distribution strategy due to need for large traveling salesforce & geographically sparse · Authored comprehensive 30-page business plan (available upon request)

Safely Atlanta, GA

Co-Founder, Founding Engineer (Software)

October 2016 - February 2017

- » Product: Campus-safety wearable computers to replace ineffective Blue Light systems
- » Conclusion: Abandoned due to failed team dynamics · Raised >\$20k in angel & award funding

VENTURE-FORMATION AWARDS & HONORS

Accel Fellow @ Accel Leadership Program Stanford Technology Ventures Program, Dept. of Mang. Sci. & Engr.

Singapore Accepted: November 2020

- » One of 24 entrepreneurial Stanford graduate students selected for immersive training in leading startups
- » Working with high-growth venture CEOs & other fellows to develop business case studies

Grand Prize winner

Emory University, Atlanta, GA November 2016

HackATL

- » Awarded for developing and presenting comprehensive business plan to Atlanta-area venture capitalists
- » Developed wearable tech for on-demand community help in emergency situations on college campuses

CREATIVE **EXPERIENCE** & AWARDS

Freelance Filmmaker, Composer, Photographer, & Graphic Designer

Anywhere on Earth

Personal explorations

December 2018 - present

- » Designed, animated, edited, and published over 40 short videos and 30+ high-quality static renders
- » Demonstrates improving skills in animation, modeling, video production, sound mixing, and vector art
- » Continuing to gain mastery of MAXON's Cinema 4D and Adobe's Creative Cloud products
- » Portfolio continues to grow with new original work uploaded every week: https://instagram.com/p13i.io/

Best in City, Best Film, Best Music

Seattle

Seattle 48 Hour Film Festival

October 2018

- » Served as Composer, Script Supervisor, and Production Assistant for 48-hour film festival production
- » Team also won Best Actor, Best Actress, Best Editing, Best Direction, and Co-Best Writing amongst 25 teams and 100 talented regional filmmakers

SELECTED ENGINEERING PROJECTS

Remembrance Agent

Library to display contextually-relevant notes based on keyboard input

July 2019 - December 2019

- » Based on concept of a Remembrance Agent (RA) was first outlined by Rhodes and Starner in 1997
- » Designed as system that automatically presents contextually-relevant notes, documents, and contacts
- » Integrates with Google's Gmail, Drive, and Cloud Speech APIs through a Java Swing desktop GUI

Glass Notes for Google Glass

Android, web, and terminal applications to augment memory in class January 2019 - December 2019

- » Based on system designed by Thad Starner at MIT Media Lab in the late 1990s · redesigned for today
- » Allows for offline note taking using Bluetooth keyboard · periodically syncs to GitHub Gists

SKILLS

HUMAN-COMPUTER INTERACTION METHODS Human-subjects study design (e.g. counter-balancing, dual-task, learning effects, IRB approvals) · qualitative interview design · data visualization, statistics tests · UX research · UI design/implementation

COMPUTER SYSTEMS, DESIGN, **& ARCHITECTURE**

General-purpose algorithmic programming (advanced) · Full-stack software engineering at all levels (advanced) from custom wearable firmware to advanced back-end design patterns (e.g. asynchronous task queues) · Machine & deep learning & NLP pipelines (e.g. TensorFlow, Keras, PyTorch, MATLAB) · High-performance computing (e.g. computer graphics in C++) · Distributed system design (e.g. containerization, scaling, asynchronous task queues) · Dependency injection · Reflection

PACKAGING & DEPLOYMENT

Vagrant · Docker · Heroku · Microsoft Azure · Digital Ocean · Gradle · NuGet · Google Play deployment · Apple App Store Connect Deployment

VERSION CONTROL & CONTINUOUS INTEGRATION

Git · Self-hosted Jenkins pipelines · Travis CI · CircleCI, Wercker · GitHub Actions · Automated Testing Strategies (end-to-end,

integration, unit, etc.)

DATABASES Microsoft SQL Server (T-SQL) · PostgreSQL · Redis · MySQL · Firebase

A.I. & MACHINE LEARNING GRAPHIC DESIGN, **ANIMATION, &**

Realtime Database · MongoDB Digital Signal Processing · MATLAB · scikit-learn · TensorFlow Sketch (macOS) · Adobe (Illustrator, After Effects, Premiere Pro,

Photoshop, Audition, InDesign, Lightroom, Bridge, XD) · MAXON Cinema 4D · Octane Render · World Creator 2 (procedural landscape generation), PBRT Renderer (https://pbrt.org/) · Portraiture

DEVELOPMENT FRAMEWORKS

Diango REST Framework · iOS · Android · React Native · .NET · Angular · Ionic · NodeJS · Android · Retrofit · Google Glass Development Kit (GDK) · Dagger (Android dependency injection) · LLVM C++ API · Unity

PROGRAMMING LANGUAGES

Python (advanced) · C# (advanced) · Java (advanced) · C++ · JavaScript/TypeScript · C# · Swift · HTML5 / CSS3 · Shell · C · MATLAB

FABRICATION

Epilog Laser · Universal Laser System · Arduino & electronics prototyping

PORTFOLIOS

Online portfolio: http://portfolio.p13i.io/ PDF portfolio: http://pdf.portfolio.p13i.io/ Technical writing: http://writing.p13i.io/

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