Jatin Palchuri

email (732)-783-6575 linkedin
New York,11201

EDUCATION BACKGROUND

New York University, New York, US 2020-2022

Master of Science in Computer Engineering

- Courses Completed: Data structures and Algorithms,NaturalLanguage Processing,Cloud Computing,Advanced Machine Learning, Deep Learning, Network Security, Big Data, Probability and Stochastic Processes.
- Awards and Activities: Graduate Merit Scholarship, Recipient of NYU Tandon research excellence award.

Manipal Institute of Technology, Manipal, India 2015-2019

Bachelor of Technology in Electrical and Electronics with a minor in Computer Science.

- Main Courses:Internet architecture and Protocols, Operating systems,Data Base Management Systems, etc.
- Awards and Activities: Winner of Innovation in technology challenge, winner of embedded dev hackathon.

SKILLS

- **Programming Languages**: Python(Pytorch, Tensorflow, Keras, HuggingFace, pyspark,Selenium, beautifulsoup,pandas,NumPy),MATLAB, JAVA,JavaScript,Scala, R,C, C++, C#.
- **Technical Skills:** Data Science, Machine Learning, Deep Learning, Computer Vision, TCP/IP, Linux, IoT,Hive,Mapreduce,Docker,Ansible,Node.js,React,vue.js,ROS,Django,Microservice Architecture, Terraform, Rust, GCP, Android Studio.
- **Database:** InfluxDB(NoSql),MySql,PostgreSQL,Cassandra,
- **Languages:** Japanese, English, Hindi, Telugu

WORK-EXPERIENCE

UBCI,Princeton,NJ. **05/2022-Present**

- Software engineer with many duties in developing data platforms using apache airflow.
- Develop LSTM-based models for information extraction.

Teaching assistant, Machine Learning Course, NYU, Brooklyn, NY: 09/2021-12/2021

- Conducted office hours and coding sessions to help 200 students better understand data science and machine learning concepts.

Software Engineer,Agile Robotics and Perception Lab,Brooklyn, NY 06/2021-08/2021

- Developed a simulator using Unity API(C#) for aerial drones, developed a dataset for multi-robot perception tasks, and trained it on a graph neural network.
- Developed C# scripts to query the Unity API and automatically perform data collection and cleaning, reducing the time for the data preprocessing stage by 50%.

Data Engineer,Center for Urban Sciences and Progress, Brooklyn, **NY** 03/2021-Present

- Flood sense is a project where ultrasonic sensors measure the floods occurring in New York City.
- Worked on EDA and data analysis to determine if temperature and humidity affect the data stream and tried training models along with these features. Finally trained an LSTM model to detect floods automatically.
- The trained model reduces erroneous warnings by 95%. Built CI/CD pipelines for third party integration.

Research Engineer (Computer vision),Robert Bosch Engineering and Innovation, Bangalore, **India** 01/2019-07/2020

- Built a system to perform "Pedestrian detection on Fish Eye Images." Developed a website in Bosch intranet to look at live results from the vehicle .Increased the speed of the model on the hardware by 2.
- Worked in full SDLC and deployed my first model on large vehicles for real time usage.

PROJECTS

- Virtual stock Application AWS(S3, redshift, RDS), Firebase, Kubernetes: Full-Stack App with load balancing on UI and performing ETL from MYSQL(RDS) to S3, then to Redshift.
- Master's Thesis Adversarial Learning-based online anomaly monitoring for ground vehicles. Built a Conditional Energy-based GAN to prevent unmanned ground vehicles from having fatal accidents.
- Clothing Web App: A full-stack clothing app using react hosted in AWS amplify.
- Text to Image Synthesis using GAN. The model creates an image by reading the given input text.