Rhitvik Sinha

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EDUCATION

Courant Institute of Mathematical Sciences, New York University

New York, NY

Master of Science in Computer Science

2022 - 2024

Courses: Computer Vision, Machine Learning, Reinforcement Learning, Large Language & Vision Models, DL Systems

Indian Institute of Technology, Kharagpur

Kharagpur, India

Bachelor of Technology (Honours) in Electrical Engineering

2018 - 2022

Courses: Deep Learning, Data Analytics, Transform Calculus, Probability & Stochastic Processes

TECHNICAL SKILLS

Languages: Python, C/C++, CUDA, MATLAB, R, JavaScript, Scala, Java

Python Tools: NumPy, PyTorch, TensorFlow 2.x, OpenCV, Gym/Gymnasium/PettingZoo, multiprocessing, Z3, Pandas, GeoPandas

Developer Tools: Git, Docker, AWS, GCP, PTFX, VS Code, Unity (ML-Agents)

EXPERIENCE

Machine Learning Engineer

Present

Axiado Corp., San Jose, CA

Supervisor: Mr. Zhichao Zhang

Part of the research team, introducing ML-driven solutions for Cybersecurity.

Systems and Applications Engineer

Summer 2023

Cirrus360 Corp., Richardson, TX

Supervisor: Dr. Alan Gatherer

- Improved compile time of Gabriel[™](a platform for RAN deployment described using a Domain Specific Language) by 20-30% (logarithmic speedup as CPU cores are increased) through parallelization strategies using Python's multiprocessing module.
- Developed a Flask-hosted Automatic Speech Recognition application utilizing OpenAI's Whisper and PyTorch's Torchaudio, improving transcription efficiency with 8-bit quantization.
- Created multiple Python utilities to automate testing, increasing productivity and reducing development time.
- Modified configuration files to simulate constrained hardware environments, ensuring robustness and adaptability of Gabriel™.

PROJECTS

Image Encoding Schemes for Vision Transformers | Paper

Fall 2023

Course Project (CSCI-GA 3033 Special Topics: Large Language & Vision Models), NYU

Guide: Prof. Saining Xie

- Improved image classification performance by 7% on CIFAR-10 and 8% on CIFAR-100 using Mixed-Resolution Tokenization, leveraging a saliency scorer for adaptive patch sizes, outperforming baseline Vision Transformers.
- Achieved 85% accuracy with patch embeddings, demonstrating their robustness and efficiency despite low computational cost, validated through extensive experiments with varying patch sizes.
- Explored advanced tokenization techniques, including VQ-VAE and initial convolutions, identifying limitations in their application for classification tasks, and highlighting mixed-resolution tokenization as a promising direction for further research.

Adaptive SphereFormer: Dynamic Radial Windows for Better Sparse Learning | Paper

Fall 202

Course Project (CSCI-GA 2271 Computer Vision), NYU

Guide: Prof. Rob Fergus

- Developed the Adaptive SphereFormer, improving the existing state-of-the-art SphereFormer's radial window self-attention with dynamic adjustments based on point distance, increasing overall mean Intersection over Union (mIoU) by 1%.
- Achieved efficient memory management and better segmentation accuracy by progressively expanding window sizes with distance from the origin, validated on the SemanticKITTI dataset.

Optimizing Diffusion Models for Image De-Noising | Paper

Fall 2022

Course Project (CSCI-GA 2565 Machine Learning), NYU

Guide: Prof. Rajesh Ranganath

- Modified and trained diffusion models for noisy image inputs, analyzing the impact of noise levels, diffusion steps, and cycles; implemented and trained a class-conditioned diffusion model.
- Developed a diffusion model to regenerate images with missing pixels, effectively functioning as a Masked Auto-Encoder.
- Conducted literature review on VAEs, GANs, and diffusion models, and reproduced benchmarks for Denoising Diffusion Probabilistic Models (DDPM).

Barenet: INT8 Quantized Transformers from Scratch | Code

Spring 2024

Course Project (CSCI-GA 3033 Special Topics: Big Data & Machine Learning Systems), NYU

Guide: Prof. Jinyang Li

Developed a fully functional Multi-Layer Neural Net with int8 quantization and attention mechanisms, with CUDA kernels for matrix operations to achieve efficient transformer inference and performance optimization, creating a limited-functionality PyTorch clone.

Multi-Agent RL with Unity (SoccerTwos)

Spring 2023

Course Project (DS-GA 3001 Special Topics: Reinforcement Learning), NYU

 $Guide:\ Prof.\ Jeremy\ Curuksu$

Developed a Multi-Agent RL system using Unity's ML-Agents PettingZoo Wrapper to train agents in the SoccerTwos environment, implementing and comparing PPO, SAC, and POCA policies; achieved agents that autonomously learned collaborative 'attack' and 'defense' strategies through self-play.

Deep Learning for Extreme Weather Forecasting

Spring, Fall 2021

Undergraduate Research, IIT Kharagpur

Guide: Prof. Adway Mitra

Conducted research on extreme weather forecasting using Capsule Neural Networks and Analog Weather Forecasting techniques, demonstrating superior performance over CNNs and logistic regression in predicting heat/cold waves 1-5 days ahead using T2m and Z500 data from the NCAR CESM-LENS dataset.