Rishub Jain

rishub@cmu.edu | rishub.me | github.com/rishubjain | linkedin.com/in/rishubjain | U.S. Citizen

EDUCATION

Carnegie Mellon University

BS in **Computer Science**Minor in **Machine Learning**May 2018 | GPA: 3.97/4.0

Masters in **Machine Learning**Expected **May 2019** | GPA: 4.0/4.0

Thomas Jefferson High School for Science & Technology (TJHSST) June 2015 | GPA: 4.4/4.0

COURSEWORK

Graduate

- Machine Learning (PhD) [10-701]
- Machine Learning (Masters) [10-601]
- Deep Learning [10-707]
- Deep Reinforcement Learning & Control (TA) [10-703]
- Language Grounding to Vision & Control [10-808]
- Convex Optimization [10-725]†
- Probability & Math Statistics [36-700][†]
- Data Analysis [10-718]†

(†: in progress)

Undergraduate

- Practical Data Science [15-388]
- Artificial Intelligence [15-381]
- Modern Regression [15-401]
- Statistical Inference [36-226]
- Matrix Algebra [21-241]
- Parallel Computer Architecture and Programming [15-418]
- Algorithm Design and Analysis [15-451]
- Great Theoretical Ideas [15-251]
- Computer Systems [15-213]
- Parallel and Sequential Data Structures and Algorithms [15-210]
- Functional Programming [15-150]
- Complexity Theory [15-455]

SKILLS

Python • Java • C • C++

R • Matlab • Javascript • SML

Tensorflow • Keras • scikit-learn

Deep Learning • Computer Vision • NLP

EXPERIENCE

Uber ATG Software Engineering Intern | Summer 2018 | Pittsburgh, PA

• Leveraged active learning to analyze and improve models that predict object movement around an autonomous car

Apple Software Engineering Intern | Summer 2017 | Cupertino, CA

- Improved aspects of the chip design process using machine learning
- Developed automated ticket assignment system

CMU Research Assistant | Spring 2017 - Present | Pittsburgh, PA

- Diagnosed diseases given clinical records of patient using ML
- Captioned medical images with limited data
- Built new capabilities for Robot Soccer, including an RL model to chip-kick

Disney Research Research Asst. | Spring & Fall 2016 | Pittsburgh, PA

- Developed machine learning models to predict real-time engagement levels
- Built a tree-based conversational robot by learning to reuse dialog

Bloomberg LP Software Eng. Intern | Summer 2016 | New York, NY

• Developed platform for real-time client-side debugging

National Inst. of Health SWE Intern | Summer 2015 | Bethesda, MD

Generated atomic resolution reconstructions of proteins using cryo-EM

U.S. Army Research Lab SWE Intern | Summer 2014 | Aberdeen, MD

• Developed a two-way converter between 3D geometry formats

NASA Software Eng. Intern | Summer 2013 | Goddard, MD

• Transformed the raw satellite images into usable and accurate formats

PUBLICATIONS

- J. Kennedy, I. Leite, A. Pereira, M. Sun, B. Li, R. Jain, R. Cheng, E. Pincus, E. Carter, and J. Lehman. Learning and Reusing Dialog for Repeated Interactions with a Situated Social Agent. In Proceedings of the International Conference on Intelligent Virtual Agents, 2017
- N. Sadoughi, A. Pereira, **R. Jain**, I. Leite, and J. Lehman. **Creating Prosodic Synchrony for a Robot Co-player in a Speech-controlled Game for Children**. In *Proceedings of the ACM/IEEE International Conference on Human-Robot Interaction*, 2017

PROJECTS

AWARDS

- 2018 2nd Place at RoboCup 2018 in the Small Size robot soccer leaguge
- 2017 Best Technical Paper in ACM/IEEE HRI 2017
- 2016 1st Place in AT&T Mobile App Hackathon (OCalc)
- 2014 Eagle Scout Award
- 2013 1st Place in Intern Presentation Contest at NASA Goddard