

RISHI PISIPATI

Learning Engineer
<https://github.com/risshiki>
rishiprsd@gmail.com | 224-830-9471

EDUCATION

CARNEGIE MELLON UNIVERSITY

PITTSBURGH, PA | AUG 2019
School of Computer Science, HCII
Masters in Educational Technology
and Applied Learning Sciences
GPA : 3.52/4.33

NIIT UNIVERSITY

ALWAR, RAJASTHAN | JUL 2017
Bachelors in Technology
Computer Science and Engineering
CGPA : 6.85/10

SKILLS

PROGRAMMING

Proficient:

Python • C++ • OpenCV

Experienced:

Tensorflow • Keras • Nools

Familiar:

Javascript • Android • MySQL

INTERESTS

- Cognitive Psychology
- Game Design
- Computer Vision
- Curriculum Design
- UX Design
- Design Prototyping
- Data Structures
- Data Science

ACHIEVEMENTS

SCHOLARSHIPS

Carnegie Mellon University
NIIT University

UPMC - HACK THIS HELP KIDS

First Prize
Smartwatch to monitor Breast Milk
Quality for NICU Patients

AIESEP

Total Education in India
First Prize, Honorary Mentions

EXPERIENCE

K12 INC DEVELOPMENT LEAD

Jan 2019 – Current | Pittsburgh, PA

- Working alongside K12, one of America's largest online schools to develop a platform that measures and scaffolds optimal collaboration in an online environment for my Capstone Project.
- Researched, iterated and presented several design solutions for facilitating this task.
- Currently working on facilitating personalized collaboration using Microsoft Graph's beta version of their API to generate student and teacher profiles.

NIIT FOUNDATION | SOFTWARE ENGINEERING

Jul 2017 – Oct 2017 | Jan 2016 – Dec 2016 | Gurgaon (Remote)

- Contacted by NIIT Foundation to work on the "Hole in the Wall" initiative.
- Researched and developed facial detection modules and user management solutions using OpenCV's libraries in Python as part of my R&D project.
- Developed non-intrusive analytics system to monitor the progress of children.

COLLARFOLK | WEB DEVELOPMENT

Jan 2017 – June 2017 | Gurgaon, India

- Implemented a fully functional E-Commerce platform on Collarfolk's website using Woocommerce. Incorporated additional custom functionality to handle inventory management and customer notification systems.
- Handled On-Page SEO and monitored page activity on Google Analytics. Reduced latency by 50% (4.6s - 2.3s) on the homepage and boosted incoming traffic by 30% in the following month.

PERSONAL PROJECTS

DONT FALL FOR IT

Java

Designed a cross platform game in Java to teach the elderly about email scams. Incorporated Bayesian Knowledge Tracing for a more indicative factor of mastery.

COLOR PRESERVATION IN VIDEO STYLE TRANSFER

Python, Tensorflow, OpenCV

Modified a prior repository to preserve colors during video style transfer by using a combination of postprocessing operations in OpenCV.

CHESS TUTOR

CTAT, Javascript, Nools

Built a Mate in One Tutor in CTAT to teach novices the knowledge components associated with identifying a scenario where you can checkmate the other individual.

AUTO WATERMARKER

Python, OpenCV

Designed a program that auto-watermarks images in bulk on appropriately visible locations using Gaussian Filters and a weighted average of pixels in potential location of Watermarks. Modified the script to adjust opacity of watermark. Currently used by Collarfolk as a watermarking tool.