

RISHI PISIPATI

Learning Engineer
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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

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.
- Designed a new layout to mirror standard industry practices for searches in the Holiday domain.
- Handled creative content on four fronts for Social Media and Fundraising purposes.

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.

BASICS OF TRIGONOMETRY

Open Learning Initiative

Designed and developed a more effective curriculum for junior year Math students after an extensive iteration of Cognitive Task Analysis, Backward Design and . Students showed 12 percent learning gain between experimental and control conditions.

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.