

Rohit Gajawada

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EDUCATION

Georgia Institute of Technology , Atlanta, Georgia	<i>Aug '19 - May '21</i>
<i>Master of Science in Computer Science</i>	GPA: 4.0/4.0
International Institute of Information Technology (IIIT-H) , Hyderabad, India	<i>Aug '15 - May '19</i>
<i>Bachelors of Technology in Computer Science and Engineering (Honors in Computer Vision)</i>	GPA: 8.41/10.0

TECHNICAL SKILLS

Programming Languages	Python, C, C++, MATLAB, Bash, Java, HTML, CSS, JavaScript
ML/DL/CV	PyTorch, Keras, TensorFlow, OpenCV, scikit-learn, scikit-image
Other Libraries and Tools	Git, LaTeX, OpenGL, WebGL, SQL, PyGame

EXPERIENCE

Graduate Researcher - Computational Perception Laboratory , Georgia Tech	<i>Sept '19 - Dec '19</i>
<ul style="list-style-type: none">• Worked on few shot learning for object recognition using shape priors from 3D reconstruction.	
Machine Learning Intern - Computer Vision Center , Universitat Autònoma de Barcelona	<i>May '18 - July '18</i>
<ul style="list-style-type: none">• Worked on unsupervised domain adaptation for end-to-end imitation learning for autonomous driving.• Implemented CycleGAN, UNIT, WDGRL and LSD-seg based methods for domain adaptation.• Trained models in PyTorch and CARLA Simulator, deployed in real world using Jetson TX2 and Raspberry Pi.	
Undergraduate Researcher - Center for Visual Information Technology , IIIT-H	<i>Mar '17 - Apr '19</i>
<ul style="list-style-type: none">• Developed a full binarization method for deep CNNs that attains an increase of upto 8% in accuracy and 21% in compression.• Developed a distribution-aware approach for binarizing deep CNNs that attains an increase of 2.5% in accuracy.• Created a style transfer based data augmentation method for spoof detection resulting in upto 3% increase in TDR.	
Teaching Assistant - Georgia Tech, IIIT-H	<i>Jan '18 - Present</i>
<ul style="list-style-type: none">• Courses: Computer Vision (Spring '20, Spring '19), Graphics (Spring '18)	

PROJECTS

Eye Gaze Detection using Attention Modeling	<i>(PyTorch, Python)</i>
<ul style="list-style-type: none">• Implemented a deep learning model that follows the gaze of people and identifies salient objects in an image.• The model does this by extracting head pose and gaze orientation of faces detected by a SSD detector.	
Automatic Top View Registration of Sports Videos	<i>(Python)</i>
<ul style="list-style-type: none">• Created a semi-supervised method via camera augmentations that uses pix2pix to make edge map and homography pairs.• For a query camera view image, KNN with HOG matching is done to get the optimal top view homography.	
Sketch Based Image Retrieval	<i>(MATLAB)</i>
<ul style="list-style-type: none">• Implemented an edge grouping based SBIR system that uses a RankSVM, graph cuts, energy filtering and k-NN.	
BrickBreaker, Bloxorz and 3D Aquarium	<i>(C++, OpenGL, JS, WebGL)</i>
<ul style="list-style-type: none">• Built a 2D game, a 3D game and a 3D aquarium simulator which incorporate physics, lighting and shaders.	
Part Of Speech Tagger	<i>(PyTorch, Python)</i>
<ul style="list-style-type: none">• Implemented an LSTM based POS Tagger that uses embeddings of both word level and character level n-grams.	
Digital Image Processing Toolbox	<i>(MATLAB, Python)</i>
<ul style="list-style-type: none">• Implemented several algorithms for seam carving, resampling, blending, transformation, compression and filtering.	

PUBLICATIONS

- **Hybrid Binary Networks: Optimizing for Accuracy, Efficiency and Memory**, A. Prabhu, V. Batchu, **R. Gajawada**, S. Munagala, A. Namboodiri, **WACV 2018**
- **Distribution-Aware Binarization of Neural Networks for Sketch Recognition**, A. Prabhu, V. Batchu, S. Munagala, **R. Gajawada**, A. Namboodiri, **WACV 2018**
- **Universal Material Translator: Towards Spoof Fingerprint Generalization**, **R. Gajawada***, A. Popli*, T. Chugh, A. Namboodiri, A.K. Jain, **ICB 2019**

SELECTED COURSEWORK

Computer Vision, Machine Learning, Software Engineering, Natural Language Processing, ML with Limited Supervision, Optimization Methods, Artificial Intelligence, Digital Image Processing, Graphics, Mobile Manipulation, Algorithms