

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 (Specialization in Machine Learning)</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++, SQL, MATLAB, Bash, JavaScript, Java, HTML, CSS
ML/CV Libraries	PyTorch, Keras, scikit-learn, TensorFlow, OpenCV
Miscellaneous	Git, numpy, pandas, LaTeX, pytest, OpenGL, Flask, Docker, PySpark

EXPERIENCE

Software Engineering Intern - Uber ATG , San Francisco, CA	<i>Aug '20 - Dec '20</i>
<ul style="list-style-type: none">Solving problems in perception for unstructured autonomous driving on the Autonomy Capabilities team.Working on learnt generation and temporal refinement of birds-eye view semantic occupancy grids in PyTorch and C++.	
Machine Learning Intern - PathAI , Boston, MA	<i>May '20 - Aug '20</i>
<ul style="list-style-type: none">Developed deep learning based multi-task learning and fusion approaches for cancer diagnosis of whole slide images.Showed that common features between cell and tissue models results in upto a 5% accuracy boost and better heatmaps.Integrated these features with unit tests after code review into PathAI's ML platform using TensorFlow and Keras.	
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.Trained models in PyTorch and CARLA Simulator, deployed in real world using Jetson TX2 and Raspberry Pi.	
Teaching Assistant - Georgia Tech, IIIT-H	<i>Jan '18 - Apr '20</i>
<ul style="list-style-type: none">Courses: Computer Vision (Spring '20, Spring '19), Graphics (Spring '18)	

PROJECTS

Automatic Top View Registration of Sports Videos	<i>(Python)</i>
<ul style="list-style-type: none">Created a semi-supervised method using homography based camera augmentations, KNN, HOG matching and pix2pix.	
Eye Gaze Follower	<i>(PyTorch, Python)</i>
<ul style="list-style-type: none">Implemented a model that follows the gaze of people detected by a SSD detector by extracting saliency and head pose.	
Embedding Common Sense into Question Answering	<i>(PyTorch, Python)</i>
<ul style="list-style-type: none">Implemented a BERT based MCQ solver augmented with a GPT model trained on a common sense knowledge graph.	
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.	
Game Development Projects	<i>(C++, OpenGL, JS, WebGL)</i>
<ul style="list-style-type: none">Developed a 2D game, a 3D game and a 3D aquarium simulator which incorporate physics, lighting and shaders.	

PUBLICATIONS

- Universal Material Translator: Towards Spoof Fingerprint Generalization**, R. Gajawada, A. Popli, T. Chugh, A. Namboodiri, A.K. Jain, *ICB 2019*
- 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*

RELEVANT COURSEWORK

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