

# Sagar Joglekar

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<http://sagarjoglekar.github.io>  
Email: [sagar.joglekar\[at\]kcl.ac.uk](mailto:sagar.joglekar[at]kcl.ac.uk)

**OBJECTIVE** I would like to help solve challenges using data driven representation learning, to create maximum impact. As a overarching objective, I would like to develop into a thought leader among my community over time.

**EDUCATION**

- **Ph.D, Computer Science**  
King's College, London, UK, expected early 2019
- **Masters of Science, Electrical and Computer Engineering**  
University of California, Santa Barbara , CA , USA, February 2012
- **Bachelors of Engineering, Electronics Engineering**  
University of Pune, India, May 2008

**AWARDS**

- **King's India Scholarship**  
My Ph.D. is supported by this award. King's graduate school awards this scholarship to one Indian citizen every year, to pursue scientific research.

**EXPERIENCE** *Ph.D. Fellow, King's College, Dept. of Informatics* 09/2015 – Present

At King's I am working on pursuing a Ph.D. in Computer Science. My main areas of interest for my thesis are Human affects, complex networks and machine learning. I am using frameworks from all these areas to understand influence and role of human affects on the dissemination of information in social networks.

*Engineering and Research, Firedrop.ai* 05/2016 – Present

At Firedrop, I primarily consult and help implement research driven engineering, to design the core inference and learning engine, which would allow the service to take the optimal design decisions for our customers.

*Research Intern, Nokia Bell Labs, Cambridge, UK* 06/2017 – 11/2017

As a part of my summer Internship at Bell labs, I worked on explainable and visualizable deep learning models for urban perception of intangible attributes like Beauty, safety and liveliness. The output of this work is in process of publication as multiple scientific papers.

*Research Associate, Blizzard Institute , QMUL* 06/2016 – 11/2016

I was working as a principle researcher for a project supported by Blizzard Institute at QML. The work involved studying message exchange topology of medical community networks to understand health of communities and support processes. There are publications in progress which are the output of this work.

*Senior Software Engineer, Citrix Systems* 02/2012 – 09/2015

My job at Citrix dealt with design and implementation of proprietary communications stack and platform libraries for Android, iOS and the web. As a team we work on implementing Citrix's client side network communications platform code. Some of the salient projects I have contributed to are as follows:

- I was a major contributor in design and development of the communications platform for our newly launched GotoMeeting web client. I designed and implemented a brand new protocol for bandwidth and computationally efficient screen sharing on HTML5 and mobile.
- Develop platform communications stack for iOS that presents an API for products to exercise and communicate with Citrix infrastructure. The platform is currently used in Citrix SaaS products like Convoi, Talkboard and GotoAssist, for audio and screen sharing media communications.
- As a part of Citrix hack-week 2013, I along with two other hackers came up with an idea to hack GotoAssist mobile endpoints and add camera stream sharing and annotations with Audio communication. This morphed the existing GoToAssist product into a tool to support real world use cases. The feature has now been incorporated and marketed as GotoSeeit

***Summer Intern, Citrix Systems***

06/2011 – 12/2011

My internship dealt with porting and modification of proprietary runtime communication libraries and automated testing frameworks for Android.

***Systems And Bio Imaging Lab, UCSB***

01/2011 – 06/2011

As a Graduate student researcher, I worked on research and development of a system to incorporate HDR imaging in biological fluorescent microscopy. This project was part of my research at Systems and Bio-Imaging Lab at UCSB. The main aim of this project is to enable High Dynamic Range microscopy for dynamic samples.

***Research Engineer, Infosys Research Labs, India***

07/2008 – 07/2010

My job dealt with research and development of algorithmic solutions, exploring possibilities and conducting research in Digital Convergence. One of my major responsibilities was research, design and development of some intellectual properties and solutions that involve Computer vision based algorithms

**PATENTS**

- Method and system for performing transcoding resistant watermarking , U.S.A Patent : 8,885,871
- System and method for tracking a person in a pre-defined area , U.S.A. Patent Pending: 20110317010

**PUBLICATIONS**

**Published**

- *How Online Communities of People With Long-Term Conditions Function and Evolve: Network Analysis of the Structure and Dynamics of the Asthma UK and British Lung Foundation Online Communities* *J Med Internet Res* 2018;20(7):e238
- *Illuminating the ecosystem of partisan websites* published in WWW 2018 Misinformation track

- *Like at First Sight: Understanding User Engagement with the World of Microvideos* Published at conference on Social Informatics, 2017, LNCS, volume 10539
- *Structure and dynamics of online patients communities: the case of Asthma UK and BLF online fora* European Respiratory Journal Sep 2017, 50 (suppl 61)
- *Fake it till you make it: Fishing for Catfishes*, Published at conference on Advances in Social Networks Analysis and Mining 2017
- *An Innovative System for Remote and Automated Testing of Mobile Phone Applications* published at *IEEE /SRII Global Conference (SRII), 2012 Annual*
- *Robust transcoding resistant watermarking for H.264 standard* published in *Journal for Multimedia Tools and Applications 2012 issue*
- *A Novel Way of Tracking People in an Indoor Area* published in *Advanced Computing, Networking and Security Lecture Notes in Computer Science, 2012, Volume 7135/2012, 85-94*
- *Transcoding resistant robust watermarking technique using entropy-based selective spread spectrum* published in *International Journal of Multimedia Intelligence and Security 2010 - Vol. 1*
- Manuscripts are under review at Transactions on Multimedia and IEEE Computer Graphics and Applications

## TECHNOLOGY

- Programming languages: Java , Python , C++ , Javascript
- Machine Learning frameworks: TensorFlow, Theano, Caffe, Scikit Learn
- Back-end: Nodejs , Django

## TEACHING EXPERIENCE

- **Teaching assistant , Complex Networks Analysis (September 2016-December 2016):** I conducted tutorials and occasionally taught the course of complex networks analysis for business department at Queen Mary University of London
- **Teaching assistant Physics (Jan 2011-June 2011):** I assisted in teaching and conducted tutorials for Astronomy 1 course offered by the Physics department at UC Santa Barbara.
- **Visiting Guide and Mentor (Dec 2009-March 2010):** I mentored a group of 20 students for Robotics Forum (VIT) sponsored project to develop a hardware development platform for computer vision based robotics.
- **Lecture series (12 hrs.) on Computer vision using MATLAB and OpenCV (2008,2009):** Lecture series conducted for Robotics forum and for third year Engineering students in VIT for introduction to Image processing and use of *MATLAB* for computer vision/Image processing.
- **GMRT, Functioning and Signals processing involved (2008):** Seminar covered a comprehensive explanation of Radio telescopes and the Signals processing involve