

SASIDHARAN MAHALINGAM

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Computer Scientist; area of interests include Computational Imaging, Computer Vision and Computer Graphics. I hope to create cameras of the future that have applications in photography, VR/AR and other computer vision applications.

EDUCATION

Portland State University

Doctor of Philosophy in Computer Science - Specializing in Computational Imaging

September 2024 – June 2029 (expected)

GPA: 3.97/4.0

University of California - Santa Cruz

Master of Science in Computer Engineering - Specializing in Computer Vision and Computer Graphics

September 2017 – June 2019

GPA: 3.91/4.0

Sri Krishna College of Engineering and Technology

Bachelor of Engineering in Electrical and Electronics Engineering- Specializing in Image Processing

August 2012 – April 2016

GPA: 8.98/10.0

EXPERIENCE

Inferigence Quotient

Computer Vision Engineer

Jan 2024 – Aug 2024

Bangalore, India

- Worked on developing Computer Vision systems for UAVs.
- Lead the development of calculating geo-location of objects seen in the camera using computer vision algorithms
- Worked on making the inference of object detection algorithms real-time on Jetson devices

VizExperts

Software Engineer Graphics

April 2023 – October 2023

Gurgaon, India

- Worked in the AR/VR Development Team.
- Implemented a markerless alignment of the real and virtual world for AR platforms.
- Implemented an optimized rendering algorithm for visualizing CAD models on VR platforms.

Garmin

Software Engineer - II, Graphics

July 2022 – October 2022

Olathe, USA

- Worked in the Graphics Technology Group.
- Worked on fuzz testing and maintaining and refactoring the graphics stack for the aviation group.

Intel

Product Development Engineer

August 2019 – July 2022

Folsom, USA

- Worked in the product development team for 3D NAND memory.
- My duties involved working on finding design issues, manufacturing problems and failure analysis in the chip development process.
- Lead the test time reduction of NAND probe process, TrimDB iteration and PLC development

Nvidia

Software Engineer Intern

June 2018 – September 2018

Santa Clara, USA

- Interned with the VRWorks team.
- Designed color correction algorithms for self-driving cars and parallel implementations of April tag detection.

Amazon

Application Engineer Intern

Aug 2015 – April 2016

Chennai, India

- Worked in the Digital Media Transactions team.
- Was in-charge of the costing algorithm for all digital media transactions that went through amazon.com.
- Worked on maintaining and resolving bugs in the costing algorithm.

PUBLICATIONS

Computer Vision with a Superpixelation Camera

Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR) [Accepted]

Jun 2026

Denver, USA

PATENTS

Computer Vision with a Superpixelation Camera

Provisional Patent Application filed

Jan 2026

USA

TECHNICAL SKILLS

Languages: C, C++, Python

Technologies/Frameworks: OpenCV, OpenGL, WebGL, CUDA, Matlab, PyTorch, Tensorflow, Unreal Engine, PCL

AWARDS AND ACCOLADES

- Participant of the ICCP Summer School 2025 conducted at the University of Toronto, Canada
- Outstanding employee recognition for contributing to five bit per cell technology at Intel Corporation, 2022
- Best project awards in the Computer Graphics, Artificial Intelligence and Machine Learning courses at UCSC, 2019
- Best Innovative Kart award (nationwide competition) at the Ekokart, 2014
- Placed third nationwide in the Lunar Rover challenge 2014 held at IIT-Chennai