

# ABHAY SHUKLA

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## EXPERIENCE

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|---|---------------------------------------|
| <b>Stanford Center for Biomedical Informatics Research</b><br><i>Gevaert Lab Student Researcher</i>   | November 2024 - Present<br>California |
| <ul style="list-style-type: none"><li>Developed scalable Machine Learning/Computer Vision foundation models for segmenting microscopic and massive anatomical structures in medical imagery.</li><li>Produced detailed scientific documentation to communicate research findings. All research done under the mentorship of researcher Chris Sadée.</li></ul>   |                                       |
| <b>UCLA COSMOS (Brain-Inspired Computing/Artificial Intelligence Cluster)</b><br><i>Student Researcher</i>  | July 2024 - August 2024<br>California |
| <ul style="list-style-type: none"><li>Integrated foundational neurobiological principles into machine learning models for image geolocation, rat neuron behavior decoding, and handwritten character recognition under the mentorship of UCLA Prof. Hugh Tad Blair.</li></ul>   |                                       |
| <b>FRC 604: Quixilver Robotics</b><br><i>Controls/Software Lead (10)</i>  | June 2022 - Present<br>California     |
| <ul style="list-style-type: none"><li>Designed and implemented high-performance FRC robot components, integrating real-time computer vision, multi-modal sensor integration, and strategic mechanism design to boost autonomous and teleoperated robot performance and achieve a top 0.1% team ranking (12/10,000+) internationally.</li><li>Led 15+ members in developing a real-time FRC competition data collection and visualization platform, empowering data-driven competitive match strategy and optimal partner selection. App currently serves 175+ users and has collected data for 1000+ matches.</li></ul> |                                       |

## PROJECTS

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| <b>StereoSampleGAN - <u>GitHub Repo</u></b>  |
| <ul style="list-style-type: none"><li>Developed a novel generative AI architecture for high-quality stereo audio generation leveraging custom-collected drum data, effective signal processing representations, and efficient training techniques</li><li>Architecture is one of the first models to generate stereo audio at 44.1 kHz. Also increased audio quality by 85% and reduced training time by 25x (compared to DrumGAN &amp; WaveGAN respectively).</li></ul> |
| <b>Vox Transforms - <u>Science Fair</u></b>  |
| <ul style="list-style-type: none"><li>Developed an AI-based framework to expand exposure to rare languages by using multimodal large language models to translate audio while preserving rhythmic, literal, and melodic features.</li></ul>  |
| <b>SporeStrike - <u>Pitch Slide Deck</u></b>   |
| <ul style="list-style-type: none"><li>Engineered an affordable drone-based fungicide disposal system and 3D-printed prototypes to prevent food waste equivalent to feeding 4 billion people. Project won first place at the 2024 FlexFactor Entrepreneurship Championships (1/260).</li></ul>  |

## EDUCATION

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| <b>Leland High School</b><br>Junior | 4.00 UW A-G<br>San Jose, CA |
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## SKILLS

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| <b>Technical Fields</b> | AI/ML, Robotics, Research, Signal Processing, 3D Printing, CAD, Webdev/Appdev |
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## HONORS & AWARDS

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|---|------------------------------|
| <ul style="list-style-type: none"><li>FRC604: City of San Jose Recognition for STEM Outreach and Team Performance</li><li>WCP CADathon/Robot Design Challenge Finalist (Top 1)</li><li>FRC604: World Championship Milstein Division Winner (12/3500 Internationally, 4/300 in CA)</li><li>OneHacks III Hackathon: Third Place (3/120 Internationally)</li></ul> | 2024<br>2024<br>2024<br>2023 |
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