

# SHWETHA RAM

*My interests are at the intersection of Computer Vision, Graphics and Machine Learning. At Dolby, I'm working with an interdisciplinary team on solutions to capture, represent, transmit, render and display immersive content for compelling applications like AR and VR.*

## CONTACT

WEBSITE:

<https://shwetharam0407.github.io/>

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## MISCELLANEOUS

Captained team Eye2Eye that won Innovation Leadership Award, Field of Dreams Peer Award and a Special Mention from Communications Group at Dolby IdeaQuest 2018.

Selected for Council for Scientific & Industrial Research Programme on Youth for Leadership in Science.

Volunteer Member, San Jose Astronomy Association

Volunteer, Greene Scholars Programme focused on increasing STEM engagement for African American youth

Carnatic Vocalist

## EDUCATION

### University of California Santa Barbara

2015 - 17

M.S, Electrical and Computer Engineering

M.S Project: Retargeting Virtual Worlds

Advisor: Prof. Matthew Turk

### National Institute of Technology Karnataka, Surathkal, India

2011 - 15

B.Tech, Electrical and Electronics Engineering

## WORK EXPERIENCE

### Dolby Laboratories, Inc., Image Technology Incubation, Advanced Technology Group

Senior Software Dev – Image Tech R&D

Software Dev – Image Tech R&D

Image Processing Intern

Jan 19 – Present

March 17 – Dec 18

June – Dec 16

### UC Santa Barbara Department of Physics

Spring 2016

Teaching Assistant - PHY 127AL Analog Electronics

### Indian Academy of Sciences - Summer Research Fellowship

Computer Vision and Artificial Intelligence Lab, Indian Institute of Science, May – July 2014

Advisor: Dr. K. R. Ramakrishnan

Worked on Projector-Camera display systems

### Computer Vision and Artificial Intelligence Lab, IISc. – Summer Internship

May – July 13

Built a system that tracked the foot movements of a dancer using a KINECT and played back a suitable percussion sound.

## SKILLS

C/C++, Python, Matlab, some Javascript. Tensorflow, Keras.

## PATENTS AND PUBLICATION

**Multi-Resolution Multi-View Video Rendering**, Lakshman, Haricharan, Jia, Wenhui, Chao, Jasper, Ram, Shwetha, Baricevic, Domagoj, Ninan, Ajit, U.S Patent 20200288114

**Computer interaction based on voluntary ocular motility for the physically challenged**, S. Ram and P. Kalwad, 2013 IEEE Global Humanitarian Technology Conference: South Asia Satellite (GHTC-SAS), Trivandrum, 2013, pp. 191-195.

**Representing Volumetric Video in Saliency Video Streams**, Patent Application U.S. 63/039,589, European 20180178.4. Patent Pending.