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/

EMAIL:
shwetha.ram@dolby.com

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 — Jan 19 – Present
Software Dev – Image Tech R&D — March 17 – Dec 18
Image Processing Intern — 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.