# Siddeshwar 'Sid' Raghavan

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## **EDUCATION**

**University of Wisconsin-Madison** 

Master of Science (Research) in Electrical Engineering GPA 3.68/4.00

**PSG College Of Technology** 

Bachelor of Engineering in Electronics and Communications

GPA 8.23/10.00

Madison, Wisconsin

Sep 2019 - May 2021

Coimbatore, India

Jul 2014 - May 2018

## RESEARCH AND INDUSTRIAL EXPERIENCE

Independent Research Student - University of Wisconsin-Madison (advised by Prof. Yin Li)

1. Designed and developed a pipeline for ground truth image generation in GUI-less Blender using Python for Non-Line of Sight Imaging system

2. Developed a computer vision system for regressing and reconstructing intensity images from NLOS measurements using 2D/3D ResNet deep learning models with a PSNR of 22.7 dB.

3. Captured the largest real-time NLOS dataset with human subjects and physical objects.

4. Developed and tested a Computer Vision and Deep Learning-based 2D NLOS Human Pose Estimation using a hybrid CNN and LSTM network with an MLP head to predict and reconstruct the human poses from the sequence.

Madison, Wisconsin Dec 2019 - May 2021

Python, PyTorch, Blender

**Graduate Teaching Assistant -** *University of Wisconsin-Madison* 

Graduate Teaching Assistant for ECE 352 - Digital Fundamental Systems

**Engineering Intern - Adori Labs** 

1. Developed a Voice Assistant for the in-house built Adori Player

2. Built and released Google Home Actions and Amazon Alexa Skills for the Adori platform.

Madison, Wisconsin Jan 2021 - May 2021

Bangalore, India Sept 2018 - May 2019

Swift

Research Intern - IIT, Bombay (advised by Prof. Rajbabu Velmurugan)

Developed a computer vision system for VSLAM. Identified markers and distance of the markers from the video captured by a single camera rather than the conventional multi-camera approach using Python and OpenCV.

Mumbai, India Jun 2017 - Jul 2017 Python, OpenCV

Research Intern - IIT, Madras (advised by Prof. Ashok Jhunihunwala)

Designed and built a State Of Health tester to dynamically measure the state of the battery.

Chennai, India Jun 2016 - Jul 2016 C++

### **PUBLICATIONS/ PATENTS/ PROJECTS**

**Towards Non-Line-Of-Sight-Photography: High resolution 2D reconstruction with a deep neural network**Paper submitted and under review

**SpaceNet 7**- Challenge involves segmenting and tracking tiny, dense building footprints over time from satellite images. Implemented VGG-16, ResNet-50, DenseNet-121, and YoloV4 with a UNET decoder for semantic segmentation. Finished within the top 7 percentile of participants.

<u>SpaceNet 6</u> - Challenge involves segmenting building footprints from SAR (Synthetic Aperture Radar) images using Deep Learning and Computer Vision models. Finished within the top 50 percentile of participants.

**Patent published** - <u>Human Interface System For Playing Virtual Percussion Instruments</u> (Ref: Patent application No: 201841021574 dated June 8, 2018 - Published at the Indian Patent Office) - A virtual reality prototype developed to learn to play percussion instruments.

### **SKILLS**

- Languages: Python, SQL, Java, Matlab, LaTeX, C++, Linux
- Developer Tools: Jupyter Notebooks, Git, Google Cloud Platform, VS Code, Amazon AWS, Blender, Unity 3D, Docker
- Library: PyTorch, Pandas, NumPy, OpenCV, Tensorboard
- Art Studio: Atelierofsid