Skanda MURALIDHAR

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RESEARCH INTERESTS Audio Processing, Human Computer Interaction, Affective Computing, Machine Learning, Wearable Sensors, Multimodal Data Analysis, Natural Language Processing

EDUCATION

École Polytechnique Fédérale de Lausanne (EPFL), Lausanne, Switzerland

Doctoral Candidate, Electrical Engineering,

Dec 2014 - Dec 2018

- Thesis: Social Sensing Methods for Analysis of Dyadic Hospitality Encounters
- Adviser: Professor Daniel GATICA-PEREZ

National University of Singapore, Singapore

Master in Computing, Computer Science,

Aug 2012 - Nov 2014

- Thesis: Human Affective State Estimation
- Adviser: Professor Mohan KANKANHALLI

University Visvesvaraya College Of Engineering, Bangalore, India

B.E., Electrical and Electronics Engineering,

Sept 2001 - Jun 2005

- Magna cum Laude, First Class With Distinction
- Thesis: Digital Forensics: An Image Processing Approach
- Adviser: Professor K. R. Ramakrishnan

RESEARCH EXPERIENCE

Idiap Research Institute, Martigny, Switzerland

Post-Doctoral Researcher

Dec 2018 - Present

• Currently, developing an end-to-end video interview platform to investigate effect of nonverbal and verbal feedback on interview performance.

Idiap Research Institute, Martigny, Switzerland

Research Assistant,

Dec 2014 - Dec 2018

- Investigated human nonverbal behavior at two workplace situations using multiple modalities including visual, audio and text features, captured from ubiquitous and wearable devices.
- Developed an automatic, real-time feedback for user's speaking behavior using Google Glass.

National University of Singapore, Singapore

Graduate Student Researcher

Aug 2012 - Jan 2014

- Investigated real-time human emotion detection using multiple modalities including audio and video.
- Explored use of the "Quantified Self" paradigm to classify human affect utilizing wrist-worn wearable device.

Professional Experience

AVK Systems S.A, Lausanne, Switzerland

Senior Product Engineer

Feb 2011 to July 2012

- Designed & optimized core modules of the proprietary slow-motion product to work in real-time.
- Actively involved in client interactions including demonstrations to FIFA, UEFA and the Swiss broadcaster (SRG/SSR).

Diginoc Technologies Pvt Ltd, Bangalore, India

 $Product\ Engineer\ +\ Research\ Associate$

Oct 2007 to Jan 2011

- Led a four member team in developing key product modules on time.
- Wrote over 40% of the complete product, currently evaluated at CHF 50 million.
- Analyzed over 2000 football kick sounds and their attributes leading to a patented technology critical to the company's product. This analysis also led to automatic detection and extraction of football kick sounds given a noisy stadium audio.

Infosys Technologies Ltd Electronics City, Bangalore, India

Software Test Engineer

Sept 2005 to Sept 2007

• Developed test cases at various stages of software development life cycle, ensuring delivery of high quality software.

PUBLICATIONS (Selected)

- Muralidhar, S., Nguyen, L., & Gatica-Perez, D. (2018, Oct). Words Worth: Verbal Content and Hirability Impressions in YouTube Video Resumes. In Proc. of the 9th Workshop on Computational Approaches to Subjectivity, Sentiment and Social Media Analysis
- Muralidhar, S., Mast, M. S., & Gatica-Perez, D. (2018). A Tale of Two Interactions: Inferring Performance in Hospitality Encounters from Cross-Situation Social Sensing. In Proc. of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies
- Muralidhar, S., Siegfried, R., Odobez, J. M., & Gatica-Perez, D. (2018, Nov). Facing Employers and Customers: What Do Gaze and Expressions Tell About Soft Skills?. In Proc. of the 17th International Conference on Mobile and Ubiquitous Multimedia.
- Muralidhar, S., & Gatica-Perez, D. (2017, Nov). Examining linguistic content and skill impression structure for job interview analytics in hospitality. In Proc. of the 16th International Conference on Mobile and Ubiquitous Multimedia
- Muralidhar, S., Costa, J. M., Nguyen, L. S., & Gatica-Perez, D. (2016, Dec). Ditesmoi: wearable feedback on conversational behavior. In Proc. of the 15th International Conference on Mobile and Ubiquitous Multimedia

PATENTS AND AWARDS

- University Scholarship (Full), 2001–2005.
- Best thesis award Dept of Electrical and Electronics Engineering, UVCE (2005)
- US patent -9426405 (2010)
 - Title: System and method of determining the appropriate mixing volume for an event sound corresponding to an impact related event and determining the enhanced event audio
- Student Travel Grant 18th ACM Int. Conf. on Multimodal Interaction (2016)

Computer and SOFTWARE SKILLS

- Programming:
 - C, C++, R, MATLAB, Python and UNIX shell scripting.
- Multimedia Packages:
 - FFMPEG, OpenCV, WEKA, SDL, OpenGL.
- Deep Learning Frameworks
 - Basic knowledge of TensorFlow, PyTorch

SPORTS AND

- Other Activities Represented University (cricket & football) at inter-state championships.
 - National level swimmer.
 - Martial artist with black belt in Karate.
 - Involved in teaching science and mathematics to under privileged school kids.