Soumil Chugh

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🌐 https://soumilchugh.github.io/

Employment History

2020 – ····   🔖 **Senior Machine Learning Research Engineer,** Huawei Technologies, Canada.

- Spearheaded the development and deployment of novel computer vision and deep learning techniques for gaze tracking, resulting in a 25% increase in accuracy and 50% reduction in latency compared to existing solutions.

- Led the creation of LLM agents aimed at enhancing user experience in system-level applications, notably within the Photos and the digital painting app, driving significant user engagement improvements.

- Fine-tuned large language models (LLMs) using PEFT techniques, such as LoRA and adapter tuning, to develop AI-driven sticker prompt generation within the notes application.

- Currently designing an in-house large language model for colour palette generation.

- Collaborated closely with cross-functional teams to seamlessly integrate AI-driven features into Huawei's flagship products, thereby elevating overall user experience and engagement.

2020 – 2023   🔖 **Machine Learning Consultant (Part-Time).** General Prognostics (GPx), USA.

- Developed custom software for data collection from smartwatches, ensuring high-quality data was available for training and testing predictive models.

- Designed and implemented predictive models for healthcare diagnostics based on the collected smartwatch data, achieving 70% prediction accuracy for patient outcomes.

- Provided technical leadership in the development of a machine learning pipeline that reduced data processing time by 30%.

- Conducted in-depth research, contributing to the publication of multiple patents.

Education

2018 – 2020   🔖 **MASc., University of Toronto, Canada** in Computer Engineering.
Thesis title: *Eye Tracking System for a Virtual Reality Headset.*

2011-2015   🔖 **BE., Punjab University, India** in Electronics and Communication.
Thesis title: *Non-invasive hemoglobin monitoring device.*

Skills

Deep Learning Techniques   🔖 **LLMs, Computer Vision**

Programming Languages   🔖 **Python, C, C++, Java**

Skills (continued)

Deep Learning Frameworks	**PyTorch**
Web and Mobile Development	**TypeScript, Android**
Tools and Technologies	**Git, Linux, OpenCV, Scikit-learn, Jupyter**
Data Science & Analysis	**Pandas, NumPy, Matplotlib**

Research Publications

Patents

1 S.Chugh, J.Ye, and M.Eizenman, *Corneal reflection multi-camera eye tracking systems*, Filing:in process, 2024.

2 Y. Zhao, A.Lu, S.Chugh, C.Yan, and Y.Deng, *Multi-modal interaction for selecting semantic regions in agent-based image editing*, Filing: in process, 2024.

3 Y. Zhao, S.Chugh, C.Yan, and W. Y.Deng, *Methods for cross-media configuration on virtual keyboard theme*, Filing: in process, 2024.

4 S.Chugh, J.Ye, and M.Eizenman, *A model-based approach for glint-free gaze tracking*, Filed: 2023-11-01, 2023.

5 J.Ye, M.Singh, and S.Chugh, *Methods and systems for gaze assisted interaction*, Filed: 2023-02-01, 2022.

6 S.Chugh, J.Ye, and M.Eizenman, *Methods and systems for gaze tracking using one corneal reflection*, Filed: 2022-08-01, 2022.

7 M.Depa, S.Chugh, Javi, Sean, and Theressa, *Quality control of user-generated biological sample cards*, Filed: 2022-11-01, 2021.

8 S.Chugh and J.Ye, *Methods and devices for gaze estimation*, Filed: 2021-12-01, 2021.

Conference Proceedings

1 S. Chugh, J. Ye, Y. Fu, and M. Eizenman, "Csa-cnn: A contrastive self-attention neural network for pupil segmentation in eye gaze tracking," in *Proceedings of the 2024 Symposium on Eye Tracking Research and Applications (ETRA)*, 2024, pp. 1–7.

2 S. Chugh, B. Brousseau, J. Rose, and M. Eizenman, "Detection and correspondence matching of corneal reflections for eye tracking using deep learning," in *2020 25th International Conference on Pattern Recognition (ICPR)*, IEEE, 2021, pp. 2210–2217.

3 S. Chugh and A. Akula, "Effect of different signal processing techniques on a calibration free pulse oximeter," in *2018 3rd International Conference for Convergence in Technology (I2CT)*, IEEE, 2018, pp. 1–6.

Books and Chapters

1 S. Chugh, *Eye Tracking for a Virtual Reality Headset*. University of Toronto, 2020.