

EDUCATION	University of California, Berkeley , May 2021 <i>M.S., Electrical Engineering and Computer Science</i> [Advisor: Michael Lustig] <i>B.S., Electrical Engineering and Computer Science</i> (May 2020)	
RELEVANT COURSES	Statistical Learning Theory*, Statistical Signal Processing*, Low Dimensional Models for High Dimensional Data*, Machine Learning, Digital Image Processing, Digital Signal Processing, Probability Theory, Algorithms, Information Theory, Embedded Systems, Digital Design (FPGA) <div>*in progress</div>	
LANGUAGES	Python, Matlab, C, Verilog, RISC-V, Java, Swift (iOS), SQL	
WORK EXPERIENCE	<div> Computational Imaging Lab [Prof. Lustig], Graduate Researcher May 2018 - Present </div> <ul style="list-style-type: none"> - Engineered a deep decoder generative network for image denoising and subsampled magnetic resonance (MR) image reconstruction. [Abstract][Code] - Formulated a volumetric MR image stitching solution to minimize overlap artifacts <div> UC Berkeley EECS Department, Undergraduate Student Instructor Jan 2018 - Dec 2019 </div> <ul style="list-style-type: none"> - Devices and Systems & Computer Architecture: Led discussions and labs of 50 students on the fundamentals of circuit design, control and signals theory, and computer architecture - Optimization [Prof. Bayen] & Signals [Prof. Ayazifar]: Created new, application-based labs and homework related to stock price tracking, communication systems, and image compression <div> Apple Inc., Product Security Intern May 2017 - Aug 2017 </div> <ul style="list-style-type: none"> - Created a Command Line Interface to perform complex queries on a distributed graph database (under NDA) - Designed and implemented a server automation project (under NDA) 	

PROJECTS

Computational Imaging

| [Colorizing the Prokudin-Gorskii Photo Collection](#) | [Image Straightening, Sharpening, Hybrids, and Blending](#)
 | [Face Morphing](#) | [MNIST Fashion Classification and Facade Segmentation \(CNNs\)](#)
 | [Image Warping and \(Auto\)-Mosaicing](#) | [Light Field Camera Processing, Seam Carving, HDR Imaging](#)

RISC-V CPU and Audio Synthesizer on FPGA [\[Report\]](#)

Made a 60 MHz, 3-stage pipelined, RISC-V CPU with user I/O and an NCO audio synthesizer.

Localization and Unpredictable Surveillance with Drones [\[Demo Video\]](#)

Using IR Reflectors and a system of Motion Capture cameras, localized and controlled a drone to randomly visit waypoints while avoiding an adversary turtlebot

Image Object Removal [\[Presentation\]](#)

Combined **Mask R-CNN** and **Generative Image Inpainting (GAN)** architectures in order to inpaint objects in a scene

Radio Modem and Image Compression Algorithm [\[Presentation\]](#)

Created our own variant of **JPEG image compression** and an **AFSK modem** to transmit images across a room. Placed third in the competition.

Self-Inverting Pendulum [\[Demo Video\]](#)

Created a self-inverting pendulum by combining a **LQR Controller** with a **Leunberger Observer** for state estimation and Bang-Bang control for swing-up.

Random Music Generation [\[Report\]](#)

Generated new music by training on existing music of different genres using a **Markov Chain**