

EDUCATION	<b>University of California, Berkeley</b> , May 2021 <i>M.S., Electrical Engineering and Computer Science</i> <a href="#">[Advisor: Michael Lustig]</a> <i>B.S., Electrical Engineering and Computer Science</i> (May 2020)
RELEVANT COURSES	Computer Vision*, Computational Photography, Statistical Signal Processing, Parallel Computing*, Statistical Learning Theory, High Dimensional Data Analysis, Machine Learning, Algorithms, Digital Image Processing, Digital Signal Processing, Probability Theory, Information Theory, Embedded Systems, Digital Design (FPGA) <div>*in progress</div>
LANGUAGES	Python, C++, Verilog, Matlab, C, R, RISC-V, SQL, Java, Swift (iOS)
WORK EXPERIENCE	<b>Computational Imaging Lab [Prof. Lustig]</b> , Graduate Researcher May 2018 - Present - Engineered a deep decoder generative network for image denoising and subsampled 3D magnetic resonance (MR) image reconstruction. <a href="#">[Conference Abstract]</a> <a href="#">[Code]</a> - Formulated a volumetric MR image stitching solution to minimize overlap artifacts <b>UC Berkeley EECS Department</b> , Undergraduate Student Instructor Jan 2018 - Dec 2019 - 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 <a href="#">stock price tracking</a> , <a href="#">communication systems</a> , and <a href="#">image compression</a> <b>Apple Inc.</b> , Product Security Intern May 2017 - Aug 2017 - 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 Photography Projects

| [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](#) |

### Facial Recognition Using Learned Low Dimensional Image Representations [\[Paper\]](#)

Used several different low dimensional image representations (Decimation, **Haar Wavelet**, **PCA**, **Convolutional Autoencoder**) to improve the performance of a **dictionary-based** classification algorithm for facial recognition

### 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.