VENKATESH SIVARAMAN

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PROFILE

CMU PhD student in Human-Computer Interaction with experience in machine learning, data visualization, and medical data analysis. Interested in designing Albased tools to help decision makers while promoting positive societal impact.

EDUCATION

Current Ph.D. student, Carnegie Mellon University

- Human-Computer Interaction
- Advisor: Adam Perer
- Relevant coursework: Human Judgment and Decision Making, Multimodal Machine Learning

S.B., Massachusetts Institute of Technology (2020)

- Computer Science and Molecular Biology, Minor in Music
- Final GPA: 5.0
- Relevant coursework: Software Studio, Multimodal User Interfaces, Deep Learning in the Life Sciences

PUBLICATIONS

Sivaraman, V., Wu, Y., & Perer, A. (2022). Emblaze: Illuminating machine learning representations through interactive comparison of embedding spaces. To appear in *ACM IUI 2022*.

Kawakami, A., **Sivaraman, V.**, Cheng, H., Stapleton, L., Cheng, Y., Qing, D., Perer, A., Wu, S., Zhu, H., & Holstein, K. (2022). Improving human-Al partnerships in child welfare: Understanding worker practices, challenges, and desires for algorithmic decision support. Under review, *ACM CHI 2022*.

Wu, J., **Sivaraman, V.**, Kumar, D. (*first three authors equal contribution*), Banda, J. M., & Sontag, D. (2021). Pulse of the pandemic: Iterative topic filtering for clinical information extraction from social media. Full paper published in *Journal of Biomedical Informatics*.

Newman-Griffis, D., **Sivaraman**, V., Perer, A., Fosler-Lussier, E., & Hochheiser, H. (2021). TextEssence: A Tool for Interactive Analysis of Semantic Shifts Between Corpora. *NAACL Systems Demonstration*.

Hwang, T., Parker, S. S., Hill, S. M., Ilunga, M. W., Grant, R. A., **Sivaraman, V.**, Mouneimne, G., & Keating, A. E. (2021). A proteome-wide screen uncovers diverse roles for sequence context surrounding proline-rich motifs in Ena/VASP molecular recognition. Under review.

Sivaraman, V., Yoon, D., & Mitros, P. (2016). Simplified audio production in asynchronous voice-based discussions. First author full paper and presentation, *ACM CHI* 2016.

CONFERENCE PRESENTATIONS

"Simplified Audio Production in Asynchronous Voice-Based Discussions." Gave full paper talk at CHI 2016.

ADDITIONAL RESEARCH EXPERIENCE

Keating Lab, MIT Biology Department — 2018 - 2020

- Advised by Prof. Amy Keating
- Built a flexible high-throughput Python pipeline to compute and predict protein binding affinities
- Developed a C++ toolkit for designing novel peptides, and an 3D visualization tool to render those peptides around a known protein
- Coauthor on two manuscripts pending submission

Structural Bioinformatics Lab, Pompeu Fabra University — Summer 2018

- · Advised by Prof. Baldo Oliva
- Created machine learning models to predict mutation-induced changes in proteinprotein and DNA-transcription factor interactions

Kloczkowski Lab, Nationwide Children's Hospital — 2014 - 2016

- Advised by Prof. Andrzej Kloczkowski
- Developed a novel algorithm to predict protein structure based on statistics of amino acid orientations

TEACHING EXPERIENCE

Teaching Assistant, Fundamentals of Music Processing, MIT (Fall 2019)

 As the only TA for the class, led office hours, helped prepare lecture, lab, and homework materials, and taught one lecture

INDUSTRY EXPERIENCE

Software Engineering Intern, Verily Life Sciences — Summer 2019

- Worked on the Clinical Studies Platform Data Science team
- Designed and implemented an Apache Beam pipeline using both novel and existing NLP algorithms to process the ClinicalTrials.gov database

Software Engineering Intern, Apple — Summer 2017

- Developed software in Swift supporting the CarPlay, HomeKit, and MFi certification programs
- One of three projects selected to present to Apple VP of Product Integrity

Self-Employed, Base 12 Innovations — 2010 - present

 Developed seven iOS apps with over 750K total downloads, including a pioneering interactive geometry system (Isosceles) and the de-facto MIT course planning app (FireRoad)

HONORS AND AWARDS

Merck Prize, MIT (2020)

- For research and academic performance in biophysical or bioinformatics sciences
- Awarded to one student in the MIT Biology department each year

Louis Sudler Prize in the Arts, MIT (2020)

• MIT Institute Award given annually to one graduating senior for music, theater, painting, sculpture, design, architecture, or film

Phi Beta Kappa, Invited at MIT (2020)

SKILLS

- Techniques: Deep learning, NLP, UI design, qualitative HCI methods, crowd-work studies
- Programming languages: Python and Swift (6+ years); JavaScript, Java, C++, C# (1+ years)
- Tools: TensorFlow, PyTorch, iOS/Android SDKs, Apache Beam, BigQuery, OpenGL, Vue, Svelte
- · Advanced Spanish speaker
- Classical pianist