

RISHABH AMBAVANEKAR

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SUMMARY

Self-motivated college student with a passionate interest in commercial Neurotechnology. Currently pursuing entrepreneurship and Neurotechnology research. Aims to build a commercial Neurotechnology start-up.

EDUCATION

The University Of Pennsylvania (Class of 2029) - **Jerome Fisher M&T Program**

WORK

Work Experience

February 2021-Present

- **Co-Founder and CEO of Ask Geri Inc:** Raised VC Pre-seed funding, got 250+ clients, and partnered with Microsoft -- **Successful exit through acquisition**
- **2-year Intel Intern** - Worked on a team to create an ML model that would find corruptions in the graphics cards, I also worked on automating several features for the model
- **Mathijssen Lab** - Currently working with Dr. Arnold Mathijssen at the University of Pennsylvania on a research project relating to Neuromodulation (Brain-Computer Interface technology); co-authored paper titled “Quantifying Layer Formation In Layered Lattes”

Neurotechnology Research

2017-Present

- Created a novel low-cost Brain-Computer Interface for Aphasia patients, to enable communication and recovery
 - Awarded: **ISEF** (International Science and Engineering Fair) **Grand Award**, RISE Global Winner, OpenBCI Sponsorship
- **Co-authored paper** titled “Theorizing the Implementation of Blockchain Technology in Multi-Person Brain-To-Brain Interfaces”
 - Awarded: presented paper at **SCCUR conference** (Southern California Conferences for Undergraduate Research)
- Invited to speak on the Youth Leadership panel at the 20th annual **Teen Vogue Summit** in LA
- Interviewed on **Good Morning America** about low-cost neurotechnology project
- Gave a **TEDx talk** on the subject of Neurotechnology

ACTIVITIES AND ACCOMPLISHMENTS

Patents

2020-Present

- Own a provisional patent for a precise soldering glove
- Own a provisional patent for an IoT-based stovetop sensor
- Provisional patent pending for IoT based human activated lights that use heat sensors

IOS Apps 2019-Present

- **Anxiety Ally:** Designed, programmed, published, and marketed an app to help other people with Obsessive-Compulsive Disorder to supplement treatment (over 150 downloads)
- **Scavenger Hunt:** Published a game that uses an image recognition algorithm to award points based on the user's ability to find different objects
- **Transportation Tracker:** Programmed an app that uses behavioral science techniques to lower greenhouse gas emissions from transportation
- **Don't Press It:** Designed and published an idle clicker game which I marketed in my school (80 downloads)

Science Competitions 2017-Present

Awarded: RISE Global Winner, ISEF 3rd Place Grand Award, 1st place, 2nd Grand Award, \$10,000 Scholarship Recipient, Plug-In America Special Award, 2nd Place, 1st place, 3rd place, Air Force special award, Naval special award, Honorable Mention

- 2022 International Science and Engineering Fair - Created a novel low-cost EEG-based Brain-Computer Interface for Aphasia patients, to enable communication and recovery
- Genius Olympiad - Built an app to reduce carbon dioxide emissions using behavioral science
- 2021 STEM Fair and California Science and Engineering Fair - Created an app to reduce individual vehicular carbon emissions
- 2021 STEM Fair - Created an app to Reduce Individual Vehicular Carbon Emissions: Built and tested my own app that lowered individual carbon emissions by 43%
- 2020 STEM Fair - Low-energy Muon Generator for Muon Catalysed Fusion: Built a low-energy muon generator
- Spellman HV Clean Tech Competition (<https://www.cstl.org/clean-tech-competition/>) - Built an app that helped reduce vehicular carbon dioxide emissions and wrote a yet-to-be-published paper on the app (https://drive.google.com/file/d/1kW3KZ1Ef49049AAV42_dMtw9gp1bTv7E/view?usp=sharing).
- 2019 STEM Fair - Ocean Acidification Device: Built and tested a device that mitigated the effects of ocean acidification
- 2018 STEM Fair and California Science and Engineering Fair - Laser Communication: Built a device that uses lasers to communicate, and tested if it was more effective than contemporary communication
- 2017 STEM Fair - Nature Versus Nurture: Tested if robots could take care of plants better than humans

First Tech Competition 2020-Present

Awarded: Top 20 Finalist Internationally, 2nd Place Think Award, 1st place Overall Award, 2nd place Connect Award, 3rd place Performance Award

- 2021 First Tech Competition Innovation Challenge - Worked on a team and created a high-tech vest to help people with scoliosis exercise