Adnaan Sachidanandan

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Education

University of Cambridge – *MPhil in Machine Learning and Machine Intelligence* Sep 2022 – Aug 2023
Key Coursework: Intro to Machine Learning, Probabilistic Machine Learning, Computer Vision, Deep Learning & Structured Data

University of California, Berkeley – *Bachelor's in Computer Science, Business Administration* Aug 2018 – May 2022
Key Coursework: Efficient Algorithms, Artificial Intelligence, Probability and Random Processes, Optimization Models in Engineering, Machine Learning, Computer Graphics, Intro to Computer Vision and Comp Photo, Graduate Computer Vision

Experience

UC Berkeley RISE Lab – Mar 2021 – Aug 2022
Undergraduate Researcher
- Conducted computer vision research on 3D novel view synthesis for scene reconstruction and representation under Prof. Joseph Gonzalez

Scale AI – June 2021 - Aug 2021
Software Engineer Intern
- Developed character-level OCR model for project with key customer to predict pixel-perfect polygons with over 85% accuracy

UC Berkeley CS 170 Course Staff – Feb 2020 - May 2022
Teaching Assistant (uGSI)
- Taught multiple discussion sections for over 150 undergraduate students in UC Berkeley's course on Efficient Algorithms

Apple – June 2020 - Sept 2020
Intern – Siri
- Built Siri functionality to enable emergency contact calling – released to public in iOS 14.5 – and worked on Siri functionality for RTT/TTY calling
- Worked in Swift, Objective-C, and Java across three different repos
- Interfaced with design, NL, testing, and other teams during development

VMware – May - Aug 2019
Cloud Engineering Intern
- Designed and implemented an internal system that improves the end-to-end release cycle for VMware's private cloud product
- Worked on a full-stack system with an Angular frontend, Spring/Java backend, and Postgres database/persistence

Student Organizations

Berkeley Consulting – February 2020 - May 2022
Project Manager
- Led consulting team to develop a software system from scratch using regression and data analysis for a major movie producer
- Developed a vision for the future of PC gaming and a prioritized plan for a software product for an industry-leading publisher

Cal Hacks – August 2018 - May 2022
Director
- Led a team of five directors to work on the entire Cal Hacks tech suite, including the application system which supports over 5,000 applications

Awards

Phi Beta Kappa Honor's Society – Spring 2022
- Top 10% of graduating class at UC Berkeley

Neo Scholar – Spring 2020
- Joined Neo's selective entrepreneurship community of engineers

IEEE Upsilon Pi Epsilon Member – Fall 2019
- Top 25% of CS Students at UC Berkeley

PennApps Best Google Cloud Machine Learning API Hack – Oct 2017
- Won at PennApps XVI; Project: Karo

Top 30 at PennApps – Oct 2017
- Won at PennApps XVI; Project: Karo

Selected Projects

Karo
- An automatic manga translator that uses a convolutional neural network, flood-fill algorithm, and Google services to detect and translate text blurbs

Net-Collector
- A system that enables individuals to set up probes in networks to gather internet packets for monitoring the network

Fluid Particle Simulator and Music Synthesis
- Developed an efficient simulator of fluid particle movements based on the paper *Position Based Fluids*, which runs real-time on CPU and shader computations
- Extended simulator with Max MSP to create sound synthesis based on particle collisions for realistic spatial audio and movement

Languages, Frameworks, Tools

- Languages: Java, Python, Javascript, C, C++, SQL, HTML/CSS, Typescript, Swift, Obj-C
- Frameworks/Tools: Tensorflow, PyTorch, NumPy, Keras, Node.js, Angular, GCP, AWS