

# SASIDHARAN MAHALINGAM

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Future Computer Scientist; area of interests include Computational Imaging, Computer Vision and Computer Graphics. I hope to create cameras of the future that have applications in photography, VR and AR and other computer vision applications.

## EDUCATION

<b>Portland State University</b> <i>Doctor of Philosophy in Computer Science - Specializing in Computational Imaging</i>	<b>September 2024 – June 2029 (expected)</b> GPA: 3.94/4.0
<b>University of California - Santa Cruz</b> <i>Master of Science in Computer Engineering - Specializing in Computer Vision and Computer Graphics</i>	<b>September 2017 – June 2019</b> GPA: 3.91/4.0
<b>Sri Krishna College of Engineering and Technology</b> <i>Bachelor of Engineering in Electrical and Electronics Engineering- Specializing in Image Processing</i>	<b>August 2012 – April 2016</b> GPA: 8.98/10.0

## EXPERIENCE

<b>Inferigence Quotient</b> <i>Computer Vision Engineer</i> <ul style="list-style-type: none"><li>Worked on developing Computer Vision systems for UAVs.</li><li>Lead the development of calculating geo-location of objects seen in the camera using computer vision algorithms</li><li>Worked on making the inference of object detection algorithms real-time on Jetson devices</li></ul>	<b>Jan 2024 – Aug 2024</b> Bangalore, India
<b>VizExperts</b> <i>Software Engineer Graphics</i> <ul style="list-style-type: none"><li>Worked in the AR/VR Development Team.</li><li>Implemented a markerless alignment of the real and virtual world for AR platforms.</li><li>Implemented an optimized rendering algorithm for visualizing CAD models on VR platforms.</li></ul>	<b>April 2023 – October 2023</b> Gurgaon, India
<b>Garmin</b> <i>Software Engineer - II, Graphics</i> <ul style="list-style-type: none"><li>Worked in the Graphics Technology Group.</li><li>Worked on fuzz testing and maintaining and refactoring the graphics stack for the aviation group.</li></ul>	<b>July 2022 – October 2022</b> Olathe, USA
<b>Intel</b> <i>Product Development Engineer</i> <ul style="list-style-type: none"><li>Worked in the product development team for 3D NAND memory.</li><li>My duties involved working on finding design issues, manufacturing problems and failure analysis in the chip development process.</li><li>Lead the test time reduction of NAND probe process, TrimDB iteration and PLC development</li></ul>	<b>August 2019 – July 2022</b> Folsom, USA
<b>Nvidia</b> <i>Software Engineer Intern</i> <ul style="list-style-type: none"><li>Interned with the VRWorks team.</li><li>Designed color correction algorithms for self-driving cars and parallel implementations of April tag detection.</li></ul>	<b>June 2018 – September 2018</b> Santa Clara, USA
<b>Amazon</b> <i>Application Engineer Intern</i> <ul style="list-style-type: none"><li>Worked in the Digital Media Transactions team.</li><li>Was in-charge of the costing algorithm for all digital media transactions that went through amazon.com.</li><li>I working on maintaining and resolving bugs in the costing algorithm.</li></ul>	<b>Aug 2015 – April 2016</b> Chennai, India

## TECHNICAL SKILLS

**Languages:** C, C++, Python

**Technologies/Frameworks:** OpenCV, OpenGL, WebGL, CUDA, Matlab, PyTorch, Tensorflow, Unreal Engine, PCL

## AWARDS AND ACCOLADES

- Outstanding employee recognition for contributing to five bit per cell technology at Intel Corporation, 2022
- Best project awards in the Computer Graphics, Artificial Intelligence and Machine Learning courses at UCSC, 2019
- Best Innovative Kart award (nationwide competition) at the Ekokart, 2014
- Placed third nationwide in the Lunar Rover challenge 2014 held at IIT-Chennai
- Co-founder of Zenith-Invaders robotics club at Sri Krishna College of Engineering and Technology ( 2012 - 2016 )