Yash Akhauri

Blog | GitHub | LinkedIn | Gmail | 789 151 2802

EDUCATION

BITS Pilani
B.E. Electronics and Instrumentation
Expected May 2020

Rajiv Gandhi Academy
HSC 2016 | Pune, India
Percentage 89.3

Ryan Global School
IGCSE 2014 | Kharghar, India Percentage 90.1

SKILLS

Over 5000 lines:
• Python • C++ • Java
Used :
• CUDA • OpenMP
• HPC clusters • Android studio
• libGDX • Linux
• Tensorflow • AutoCAD
• Photoshop • Excel

OTHER ACCOLADES

• Early Innovators Grant
• KVPY Scholar
• Inspire Scholar
• State board scholar

An undergraduate sophomore with a love for developing and a passion for computer vision. Enjoy scaling steep learning curves and constantly looking for multidisciplinary approaches to solve problems. Currently on the lookout for opportunities in the field of Artificial Intelligence.

EXPERIENCE

INTEL, NERVANA SYSTEMS | Early Innovators grant
September 2017 - December 2017

- Recipient of a grant of 5000 dollars to bring fast artistic style transfer to Virtual reality.
- Worked on a generator network with Instance normalization to give stylization speeds of 20 FPS at VR resolution.
- Implemented Adaptive Instance normalization for style transfer using Autoencoders.

INTEL | Brown Belt Developer
July 2017 - Present

- Contributing to the XNOR-net architecture on the MKL-DNN open source project.
- Completed a course on Parallel programming and Optimization on Intel Architecture.
- Published 5 technical articles on Artificial intelligence on the Intel Developer website.

DEPARTMENT OF SPONSORSHIP | Group Leader
August 2016 – Present

- Department Of Sponsorship and Marketing looks after the budget of the technical fest of BITS Pilani, APOGEE and cultural fest of BITS Pilani, OASIS.
- Have made calls for sponsorship and media relations, handled sponsors on campus and brainstormed over branding avenues and marketing options.

PROJECTS

Real time artistic style transfer
Implemented artistic style transfer in real time at VR compatible resolutions. Details listed under the Early Innovators Grant - Experience. The technical article can be found `here.` The code can be found `here.`

XNOR-net in CUDA
Coded a highly efficient 3D convolutional and general matrix multiply kernel for XNOR-net using CUDA programming. Combined bit-packing and scalar multiplication in a single loop to achieve 2x the speed of a full precision convolution. The code can be found `here.` An analysis can be found `here.`

LSTM-RNNs and GANs for guitar tab generation
Parsed over 10 GB of data from the Ultimate-guitar website for music generation using two distinct techniques.

Game development
Developed an android game using Java and libGDX as the framework. The game can be found `here.`

Blog
Maintaining a `blog` covering various topics with over 8000 hits.