Adit Deshpande

Machine Learning Enthusiast · Technical Blogger · Kaggle Competitor

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Education

UCLA (University of California, Los Angeles)

Los Angeles, CA

B.S. in Computer Science, Graduation Date: 2019, GPA= 3.42

Sept. 2015 - PRESENT

- Notable UCLA Coursework: Data Structures, Operating Systems, Algorithms, Computer Networking
- Deep Learning Frameworks Used: Tensorflow, Keras
- **Fluency:** C++, Python **Proficiency:** Javascript, Matlab, C **Familiarity:** Java

Experience

UCLA Department of Neurology and Computer Science

Los Angeles, CA

Undergraduate Researcher

May 2016 - Present

- Working under Professor Fabien Scalzo to implement computer vision algorithms that assist in the detection of the arterial input function (AIF) in order to better quantify cerebral blood flow and provide more informed diagnoses for ischemic stroke patients.
- Using Matlab as computing and programming framework.
- In the process of writing a research paper for submission to ICIAP 2017.

U.S Naval Research Laboratory

Washington D.C

Computer Engineer Intern

June 2016 - Sept. 2016

- Developed object localization algorithms through convolutional neural networks for deployment on IBM's TrueNorth neuromorphic chip and for use on an underwater robotics program.
- Wrote Matlab functions and shell scripts to format and preprocess datasets.
- Implemented a selective search and sliding window based approach to localization.
- Trained a CNN to place bounding boxes over objects of interest with a classification accuracy of 92.86%.

Projects

Kaggle Competitions

Written in Python

Aug. 2016 - Present

- Created programs that utilized ML techniques such as nearest neighbors, SVMs, and decision trees for both classification and regression tasks with specific datasets.
- Have placed in the top 50% in 2 Kaggle Machine Learning competitions.

MLB Win Predictor Neural Network Program

Written in Lua

April 2016 - May 2016

- Implemented a linear regression program that outputs the predicted number of wins for a baseball team given information about relevant statistics for the specific year.
- Classified teams' records within an average of 3 games (1.85%).

Writing

Technical Blog

https://adeshpande3.github.io/

July 2016 - Present

- Have written several deep learning tutorials on topics such as convolutional neural networks, reinforcement learning, and natural language processing.
- Received over 120,000 website users and was part of an interview with KDnuggets.

Author

O'Reilly Media

January 2017 - Present

- In process of publishing a video tutorial on applying deep learning to the natural language processing task of sentiment analysis.
- Co-authored an article on creating generative adversarial networks with Tensorflow.