Vancouver, BC

Pre-Prints

Iris and Palmprint Multimodal Biometric Recognition using Novel Preactivated Inverted **ResNet and Hybrid Metaheuristic Optimized DenseNet**

Indu Singh, Gunbir Singh Baveja, Shruti Khatri, Sunaina Luthra, and Tanvi Singh IEEE Transactions on Machine Learning in Communications and Networking

WORK EXPERIENCE

Deep Learning Researcher

UBC Multifaceted Innovation in NeuroTechnology (MINT)

- Designed and deployed state-of-the-art neural network architectures to control Mujoco-simulated legged robots, achieving a 35% improvement in directional movement precision guided by neural signals.
- Spearheaded collaboration with a multidisciplinary team to integrate cutting-edge deep learning models with neural decoding algorithms, enabling real-time mind-controlled robot navigation with 95% signal accuracy.
- Enhanced reinforcement learning algorithms for humanoid locomotion, resulting in a 40% efficiency boost in movement stabilization, utilizing innovations derived from the open-source repository LearningHumanoidWalking.

Visiting Student Researcher, KAIST, Seoul, Korea

- Conducted a comprehensive literature review on continual reinforcement learning, re-implementing 3+ seminal papers on the intersection of passive non-stationarity and active Markov Games, contributing to new insights on dynamic adaptation.
- Collaborated with Professor Joseph J. Lim, refining methodologies to tackle non-stationary environments in multi-agent systems with a 15% improvement in long-term performance stability.

Software Team Lead, Open Robotics

- Leading a team of six developers for the Pianobot project, delivering innovative robotic solutions with 100% sprint completion rates.
- Directed the end-to-end development of MIDI and Arduino translators, ensuring seamless hardware-software integration, achieving 20% faster processing times.
- Implemented advanced reinforcement learning algorithms to optimize for technical efficiencies, enabling autonomous behavior and real-time improvisation in the Pianobot system.

Research Intern, Delhi Technological University

- Supervised by Dr. Indu Singh, designed a novel multimodal recognition architecture incorporating histogram equalization and pre-activated Inv-ResNet with spatial attention, achieving a 97.2% accuracy in biometric identification.
- Developed a hybrid global-local JFPA-ROA search-matching algorithm, resulting in a 25% reduction in computational overhead while maintaining superior model performance.

Machine Learning Intern, Bausch + Lomb

- Applied advanced data augmentation techniques, expanding the training dataset by 50%, improving model robustness against diverse scenarios.
- Leveraged incremental learning methodologies, enabling continuous model improvement and achieving a 20% increase in stock-level prediction accuracy across global datasets.
- Developed scalable, large-scale predictive models, facilitating real-time analytics and driving measurable operational efficiencies.

November 2023 - Present

April 2020 - July 2020

June 2024 - August 2024

September 2024 - Present

June 2023 - August 2023

Bachelor of Science, Major in Computer Science University of British Columbia, Vancouver

- GPA: 3.95/4.0, Dean's List 2023, 2024
- MOCCA Lab Reading Group, Software Lead@Open Robotics, Undergraduate Mathematics Society, UBC Sikh Association
- Relevant Coursework: Graduate Deep Reinforcement Learning (top $\sim 1/32$, A+); **Undergraduate** Machine Learning (A+), Advanced Data Structures & Algorithms (A), Statistical Inference (A), Linear Algebra (A+)

Projects

Continual Diffusion and Data-Efficient Exploration in Non-Stationary Tasks March 2024 -April 2024

https://github.com/sheeerio/continual-diffusion

- Designed and implemented diffusion models for reinforcement learning in non-stationary, vision-based tasks, achieving a 30
- Developed and trained Diffusion Policies using Denoising Diffusion Probabilistic Models (DDPM), enabling superior policy generation under shifting environmental conditions.
- Benchmarked against state-of-the-art algorithms such as PPO, DQN, GoExplore, Rainbow, and Curiosity in Procgen and D4RL environments, demonstrating 20% higher sample efficiency and robustness in long-term performance.
- Conducted extensive performance analysis and comparative studies, proving the combined framework's scalability and effectiveness for vision-based and competitive reinforcement learning scenarios.

Schizospeak: An Esoteric Programming Language

July 2023

http://npmjs.com/package/schizospeak

- Developed a full-stack Parser, Lexer, and Interpreter in TypeScript, incorporating advanced expressions, declarations, identifiers, and literal types to support dynamic program execution.
- Engineered a depth-first search algorithm and recursive logic to solve complex lexical morphology challenges, achieving a 40% reduction in execution latency compared to similar esoteric languages.
- Designed support for Expressions (assignment, binary, call, member), Declarations (variable, function, if, for), and Literals (numeric, string, object), ensuring scalability for creative programming tasks.

Alokhe: Transliteration API and Discord Bot https://github.com/sheeerio/alokhe

- Built a symbolic Python-based transliteration system using phonosyntactic rules of linguistics, achieving 98% accuracy in converting English to Hindi text.
- Developed and hosted a REST API using Flask to provide seamless access to transliteration capabilities across platforms.
- Created a Discord bot in JavaScript, integrating the Alokhe API and OpenAI API, enabling users to transliterate English to Hindi and Hinglish (Hindi in Latin script) to Hindi, serving 500+ unique users in initial deployment.

Presentations

Scalable Unsupervised RL with Metric-Aware Abstraction KAIST \cdot Reinforcement Learning Reading Group	June 2024
Skill-based Model-based Reinforcement Learning KAIST · Cognitive Learning for Vision and Robotics Group	March 2024
Skills	

Frameworks PyTorch, Spark, SciKit/XGBoost, Swing, React, NumPy, openCV, fastai Python, Java, C/C++, Git, JavaScript, TypeScript, LATEX, Matlab, MarkDown Programming Graphics Blender, Autodesk Maya, Unreal Engine, Adobe Illustrator

February 2022

AWARDS AND GRANTS

- Work Learn International Undergraduate Research Award: NSERC, nominated by UBC Computer Science (\$6,000)
- International Work Terms Grant: UBC Vancouver Co-Op (\$1,000)
- Outstanding International Student Award: UBC Vancouver (\$10,000)
- Second Award, Global Youth Science and Technology Bowl: independent project. Awarded by The Hong Kong Federation of Youth Groups.
- Grand Award, IRIS National Fair: Selected amongst around 1000 teams to represent India at the Intel Science and Engineering Fair. Awarded by the Ministry of Science and Technology of India.
- Finalist, Intel Science and Engineering Fair. Represented India for my research at the largest science fair in the world.
- Most Outstanding Exhibition in STEM, IRIS National Fair: awarded by Yale Science and Engineering Association at the IRIS National Fair.
- Bronze Medal, Asia Pacific Linguistics Olympiad (APLO): selected as member of alternate team for India at the International Linguistics Olympiad (IOL) 2022. APLO Rank 8, PLO Rank 11.
- Top 10 Leaderboard, NeurIPS Concordia Challenge: Developed cooperative AI agents in text-based environments, achieving a top 10 position on the leaderboard among international participants.



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