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EDUCATION

The University of Texas at Austin

B.S. in Electrical and Computer Engineering

B.S.A. in Mathematics & Minor in Economics

Scholarship: Gail and Howard Neal Endowed Scholarship in Electrical Engineering

Key Coursework: – Data Science Principles & Lab – Computer Architecture – Stochastic Processes
– Multicore Computing – Distributed Systems – Game Theory

Austin, TX

GPA: 3.92/4.00

08/2017 – 12/2020

PUBLICATIONS

“Adaptive Agent Architectures for Realtime Human Agent Teaming”

by Tianwei Ni, Huao Li, Siddharth Agrawal, Suhas Raja, et. al.

Published in AAAI PAIR Workshop, 2020

“Programming Method to Optimally Select Power Distribution System Reliability Upgrades”

by S. Raja, Brian J. Pierre, and Bryan Arguello

Published in IEEE Open Access Power and Energy Journal, 2021

EXPERIENCE

Amazon Robotics, Blink Team | Embedded Software Development Engineer

06/2021 – Present

- Developing embedded software to support cloud-connected home security cameras. | C

Carnegie Mellon Robotics Institute, Sycara Lab | Research Intern

05/2020 – 09/2020

- Researched Reinforcement Learning and Game Theory for human-agent teaming in real-time strategy. | Python
- Created AI mechanisms to navigate cooperative & adversarial multi-agent interactions with humans or robots.

The Walt Disney Company | Machine Learning & Data Science Intern

05/2019 – 08/2019

- Researched predictive software analytics models for over 1600 Disney services. | Python, SQL
- Designed realtime distributed analytics dashboard using AppDynamics dependencies & metrics.

Sandia National Laboratories | Infrastructure Optimization Research Intern

06/2018 – 10/2018

- Formulated and published dynamic model to optimize power grid upgrade selection. | Python, C++
- Improved model runtime efficiency & scalability by over 74% for complex power systems.

PROJECTS

PeerNet | Lead Developer, Founder

08/2020 – Present

- Designing social platform facilitating peer tutoring & course-specific forums for college campuses.
- Managing team of 8-12 for 5 months to design & implement product and outreach strategies.

Adaptive Devices for Epilepsy Prevention | Dell Medical School, Paydarfar Lab

12/2020 – 1/2021

- Built OpenAI-Gym Reinforcement Learning environment for interactive simulation of epileptic phenomena.
- Benchmarked and tuned stable-baselines algorithms for intelligent and minimally invasive intervention.

Federated Learning Under Resource Constraints | Senior Capstone Project

01/2020 – 12/2020

- Implemented a distributed cloud platform for PyTorch model training & analytics with team of 5.
- Investigated algorithms to reduce client bandwidth usage with minimal compromise in model accuracy.

Beatris: An Evil Tetris AI | Data Science Lab Final Project

11/2019 – 12/2019

- Augmented existing Tetris AI implementation to improve average score by over 840%.
- Designed Deep-Q Network that dispenses least optimal piece to players, reducing player score by over 85%.

SERVICE & ORGANIZATIONS

Alumni & Spring 2021 Initiative Lead – Roden Leadership Initiative

03/2018 – 05/2021

Alumni – Psi Chapter, Eta Kappa Nu Electrical Engineering Honors Society

09/2018 – 12/2020

Student Mentor – Student Engineers Educating Kids (SEEK)

01/2020 – 05/2020

Teaching Assistant – UT Austin Computing, Embedded Systems, Algorithms courses

01/2018 – 12/2019

Volunteer Software Engineer – Lean On Me Peer Support @ MIT

06/2017 – 02/2018

SKILLS

Programming: Python, JS, Java, C, Verilog, ARM v4 Assembly. **Interests:** Animation, Fitness, Piano, Public Policy.

Technologies: OpenAI StableBaselines & Gym, pandas, Spark, CUDA, React, NumPy, Matplotlib, Blender, GIMP.