

# AAKASH KT

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## RESEARCH PUBLICATIONS

### A Flexible Neural Renderer for Material Visualization

📅 Nov 19 | ACM SIGGRAPH Asia Technical Briefs

- We presented a neural renderer for visualizing PBR materials.
- Our network is faster, produces better quality visualizations than the state-of-the-art and allows for control over the environment lighting.

## EXPERIENCE

### Computer Vision Lab

📅 Aug 18 - Current | Research Assistant @ IIIT Hyderabad

- Working under the supervision of Dr. P. J. Narayanan.
- One of the project leads of the 'Computer Graphics and VR / AR' group, working on *Path Guiding for interactive ray-tracing*, *Light Transport Acquisition* and *Neural Rendering*.
- Focused on high-impact and top quality research, peer-reviewed by the best journal in computer graphics (ACM SIGGRAPH / SIGGRAPH Asia).

### The Linux Foundation

📅 Jun 17 - Sep 17 | SDE Intern

- Worked on the JOID installer for deploying SDN solutions.
- Worked on scenario for Kubernetes deployment with OVN as the SDN.
- Automated deployment of Clearwater vIMS on Kubernetes with (HA).
- Presented my work at the OPNFV Plugfest at Intel, Portland, USA.

### Commut (Acquired by Shuttl)

📅 Aug 2016 - Apr 2017 | SDE Intern

- Worked on Commut-iOS application, and backend code optimization.
- Developed internal tools for managing company assets and logistics.

## SELECTED PROJECTS

### Denosing Using Recurrent Autoencoder | Research

- Implemented of the SIGGRAPH 17 paper, as part of a research project.
- Used PyTorch framework to implement the Recurrent Neural Network.
- Code available on Github.

### MagicBrix: 3D game in OpenGL | Computer Graphics

- Replica of the popular game Bloxors, with full 3D textures and lighting.
- Developed using C++, OpenGL.

### Proxy Server and File sync. service | Computer Networks

- Developed a proxy application using python socket programming.
- Implemented features like blacklisting, caching, and multithreading.
- The application syncs two directories on a network.

### Parallelization and remote functions | Distributed Systems

- Implemented MST, Merge Sort, Map Reduce in parallel using C MPI.
- Used Java RMI to implement a remote code execution service.

## EDUCATION

### IIIT Hyderabad

Bachelors in Computer Science  
and M.S. by Research in Computer Science  
CGPA: 7.20

📅 2015 - 2020 (Expected)

### KV IIT Bombay

11th + 12th Grade CGPA: 9.4

📅 Graduated Aug. 2014

## ACHIEVEMENTS



### KCIS Research Travel Grant

Received travel grant for attending SIGGRAPH Asia 2019, Australia.



### CANSAT Competition 2018, NASA

Secured world rank 24, as co-team lead. Competition held in Stephenville, Texas, USA.

## SKILLS

Artificial Intelligence

Machine Learning

Computer Graphics

Computer Vision

Deep Learning

Blender 3D

Python

C/C++

PyTorch

Tensorflow

SQL

XML

HTML

CSS

Bash

Apache Server

## COURSE WORK

### Undergraduate

Computer Graphics, Computer Vision, Statistical Methods in AI, Optimization Methods, Digital Image Processing, Artificial Intelligence, Advanced Computer Networks, Distributed Systems, Operating Systems, Software Engineering, Database Systems, Algorithms

## ACTIVITIES

### Web Chair

CODS-COMAD 2020

### Openstack

Software Developer (Open Source)