Mohit Jain

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EDUCATION

UNIVERSITY OF CALIFORNIA, SAN DIEGO

Master in Computer Science
January 2021 | Expected
GPA: 3.814 / 4.0

INDIAN INSTITUTE OF TECHNOLOGY ROORKEE

B.Tech. in Electrical Engineering
July 2016 | July 2020
CGPA: 8.188 / 10.0

LINKS

Github:// Natsu6767
LinkedIn:// natsu6767
Twitter:// @Mohit_Jain6767
Blog: https://mohitjain.me/
Academic Website:
https://natsu6767.github.io/

COURSEWORK

UNDERGRADUATE

Machine Learning
Artificial Neural Networks
Data Structures
Linear Algebra
Fuzzy Set Theory and Fuzzy Systems
Numerical Methods for Electrical Engineering

GRADUATE

Deep Reinforcement Learning
Domain Adaptation
Convex Optimization
Unsupervised Learning

SKILLS

PROGRAMMING

Python • PyTorch • Tensorflow
C++ • LaTeX • MATLAB • Java

EXPERIENCE

UNIVERSITY OF CALIFORNIA, SAN DIEGO | Research Assistant

July 2020 - Present | La Jolla, CA, USA

- I am working with **Prof. Xiaolong Wang** on **leveraging visual cues for robotic manipulation**. I am leading a project in which we learn deep 3D representations and train an actor-critic method using it.

UNIVERSITY OF MARYLAND, COLLEGE PARK | Research Internship

June 2019 - January 2020 | College Park, MD, USA

- I worked with **Prof Abhinav Shrivastava** on **Unsupervised Activity Transformation in Videos** using Deep Learning techniques. The goal was to synthesize videos of humans performing a different unseen action.

GTS CORPORATE | Software Engineering Intern

Nov 2018 – Jan 2019 | Dubai, UAE

- Worked on creating a Sales Web Portal for the company using Django. The purpose was to create an easy to use interface for the sales team to log in their dealings and meetings during the day.

PUBLICATIONS

LOOK CLOSER: BRIDGING EGOCENTRIC AND THIRD-PERSON VIEWS WITH TRANSFORMERS FOR ROBOTIC MANIPULATION |

R. Jangir, N. Hansen, S. Ghosal, M. Jain, and X. Wang
Website: https://jangirrishabh.github.io/lookcloser/
Paper: Link

- Accepted for publication in RA-L, 2022.
- We propose a method to fuse information from a 3rd person and an ego-centric camera attached to the robot's arm that can improve performance and sim2real transfer for common manipulation tasks.

PROJECTS

INFOGAN IMPLEMENTATION | 240 Stars

https://github.com/Natsu6767/InfoGAN-PyTorch

- PyTorch implementation of InfoGAN: Interpretable Representation Learning by Information Maximizing Generative Adversarial Nets.

DRAW IMPLEMENTATION | 89 Stars

https://github.com/Natsu6767/Generating-Devanagari-Using-DRAW

- PyTorch implementation of DRAW: A Recurrent Neural Network For Image Generation on the task of generating Devanagari Characters.

CONDITIONAL ANIMEGAN | 75 Stars

https://github.com/Natsu6767/Conditional-AnimeGAN

- Anime face generation using a conditional Generative Adversarial Network conditioned on eyes and hair color.