Vishal Chandra

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EDUCATION

MSE Electrical & Computer Engineering, University of Michigan

2024—2025

BSE Computer Engineering, University of Michigan

2021-2024

Magna Cum Laude, Minor in Mathematics

Relevant Coursework: Algorithms, Parallel Algorithms, Quantum Algorithms, DSP, AI for Science, Intro Computer Vision, Modern Computer Vision, Generative Models in Graphics, Reinforcement Learning, Estimation & Detection

Student Activites: Michigan Investment Group, Atlas Digital Consulting, The Michigan Daily, Michigan Flyers

RESEARCH WORKS

V. Chandra, and E. Fellman, "Ablating Shape and Texture in Cloth-Changing Person Re-Identification." arXiv preprint.

V. Chandra, "Explainable DiGCN for Decomposition of Opaque Node Ranking Functions." 2024 IEEE High Performance Extreme Computing Conference (HPEC), Boston, MA, USA, 2024

V. Chandra, A. Martinian, and P. Atlas, "Sculptable Kaleidocycles: Visualizing Variable Cell Geometry". In Proceedings of Bridges 2021: Mathematics, Art, Music, Architecture, Culture (pp. 205–210). Tessellations Publishing.

EXPERIENCE

Laboratory for Progress, Michigan Robotics

Ann Arbor, MI

Research Assistant

Nov 2022—Present

- Mapping DeepRL architectures to existing building blocks in hardware to enable to high-level synthesis for RL.
- Exploring gaussian splats for articulated object reconstruction and novel view synthesis from minimal data.

MIT Lincoln Laboratory

Lexington, MA

Research Intern, (clearance: interim secret)

May-Aug 2024

- Conducted literature review on various paradigms for robust unsupervised object re-identification including semantic understanding mining from VLMs, adversarial training, causal intervention, and auxiliary learning.
- Developed latent space clustering and community detection algorithms for query-free re-identification tasks.
- Contributed to two novel methods in unsupervised object re-identification and ablations of one existing work.

University of Michigan ECE Dept.

Ann Arbor, MI

Computer Vision Teaching Assistant

Sept—Dec 2023

- Led weekly section reviewing lecture topics including filtering, pyramids, 3D vision, and deep learning.
- Designed problem sets focused on algorithm implementations and held weekly office hours for student questions.

Cognex Corporation

Natick, MA

Vision Research Intern

May—Aug 2023

- Developed human-in-the-loop image annotation tool to leverage existing models for dataset generation in new ML applications. Deployed vision models in real time in a server-side setting.
- Formulated methods for 2D surface comparison for use in vision model loss function, based on rank correlation and ideas from differential geometry. Compiled work as whitepaper and presented to large R&D audiences.

SKILLS		AWARDS & HONORS
Software Frameworks Hardware	Python, C/C++, Java, Matlab Torch, CUDA, scikit, qiskit Verilog, Modelsim, HLX, hls4ml	Mathematics Dept. Commencement Speaker (2024) Greylock Techfair Top Student (2022, 2023) College of Engineering Dean's List (2021–2024)
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