

NACHIKETA GARGI

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University of Michigan

Aug 2018 - Dec 2021
B.S.E Computer Science
GPA: 3.94

Coursework

- Logic Design
- Operating Systems
- Advanced Embedded Systems
- Parallel Computing w/ GPUs
- Advanced Compilers
- Computer Vision
- Computational Linguistics

Organizations

- Project Music (Software Team Manager)
- WolvSec Computer Security
- Alternate Reality Initiative

Awards

- University Honors
- James B. Angell Scholar

The Nueva School

2014 - 2018

Programming

- C/C++ (OpenCV, JUCE, Arduino, PCL, UE4, CUDA, OpenVR)
- Python (PyTorch, Tensorflow, Keras, NumPy, OpenCV)
- Javascript (NodeJS, Express, Vue)
- C# (Unity)
- Rust
- Go
- OCaml

Creative

- Ableton Live & Max/MSP
- Adobe Creative Suite
- Blender
- Unity
- Unreal Engine 4

Publications

- **ISMIR 2018** - Adversarial Reinforcement Learning for Music Generation
- **NIME 2020** - Cross-platform and Cross-reality Design of Immersive Sonic Environments

Deep Learning Software Engineer

Jan 2022 - Present

[NVIDIA](#)

- Returning to TensorRT team to work on integration with deep learning compiler

Performance Software Engineering Intern

Summer 2021

[NVIDIA](#)

- Optimizing inference for transformer networks such as BERT on TensorRT team
- Added support for Einsum operation to TensorRT

Performance Software Engineering Intern

Summer 2020

[NVIDIA](#)

- Improved functionality and performance of recurrent neural networks in TensorRT - SDK for high performance deep learning inference
- Added support for ragged recurrent layers
- Reduced inference time of Tacotron2 decoder network by 50%

Programmer

Sep 2020 - Jan 2022

[Production Club](#)

- Developed Unreal Engine 4 plugins
- Implemented WebRTC live-streaming across C++ and Web platforms
- Developed and deployed backend on AWS to deploy UE4 instances on the fly

Research Assistant

Sep 2018 - Jun 2019

[University of Michigan](#)

- Assisted research study titled "[A Computational Study of Patterned Melodic Structures Across Musical Cultures](#)"
- Developed novel OCR techniques for digitizing scanned music corpus with OpenCV and Tensorflow

Full Stack Developer

Jun 2017 - Sep 2018

[YouSound](#)

- Full stack web development with Node.js and Vue deployed on AWS
- Implemented video live-streaming platform using AWS Elemental MediaLive, MediaPackage, and CloudFront

Software Engineering Intern

Summer 2016

Primity Bio (now [CellCarta](#))

- Created collaborative real-time data visualization frontend with AngularJS

Projects

Inviso AR

- Working with Professor Anil Çamcı on a augmented reality spatial audio authoring tool for Android and iOS built in Unity

Music Makeathon 2018

- Built a live, real-time audio processor with C++ and JUCE in 18 hours that won first place in the U-M Project Music 2018 Makeathon.
- Featured in [U-M Engineering Newsletter](#)

CTF Challenges

- Top 30 placements on numerous online CTF challenges including CamsCTF, EasyCTF, and PicoCTF. Also participated in the Flare On 2019 Challenge.

Music Production

- Regularly produce electronic compositions under the alias Kanooli.
- Accumulated over 300k total plays on multiple platforms

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