

Ashris Choudhury

iashris.com • ashris.me@gmail.com

Education

Indian Institute of Technology

Bachelor of Architecture (Hons)

May 2017 • GPA 8.15

Courses

Developing Android Apps

Machine Learning for Artists

Python Specialisation

User Experience Research

HTML, CSS, JS

NodeJS Development

Skills

Web Development

UI/UX Prototyping

Machine Learning

Android Development

Video Making

Tools

Python

Processing

HTML/CSS/JS

Node/Express

MongoDB

Tensorflow

MATLAB

Adobe Creative Suite

Projects

iashris.com

Involvement

Executive Editor, Scholars' Avenue

Campus Newsbody

KGP Language Learners

Founder

Member, Ambar

LGBTQ Support Group

Experience

ETH Zurich, Switzerland

May-Jul 2015

Research Intern

- Developed a virtual reality based research framework that provides architects with the realtime cognitive response to their spatial designs.
- Implemented a neural network to detect emotions from physiological and neurological data of users experiencing virtual reality.
- Awarded a research position at Bauhaus University, Weimar.

Witworks, Bangalore

Dec-Jan 2016

Product Design Intern

- Worked on 'Blink', an IoT wearable that provide access to services and information on-the-go that raised an undisclosed seed funding.

FabLab CEPT, Ahmedabad

May-Jul 2014

Maker Intern

- Completed all projects of 'How To Make (Almost) Anything': 3d printing, electronic design, creative sensors, digital fabrication, etc.
- Developed 'The Musical Facade', an art installation that syncs its motion with the frequency of music being played.

Workshops

Chalmers University of Technology, Sweden

Apr 2016

Autodesk Smartgeometry 2016

- Developed a gamification based platform for non-designers to work on collaborative architectural designs.

Chinese University of Hong Kong

Jul 2014

Autodesk Smartgeometry 2014

- Designed algorithms to automate the planning process of urban layout in Singapore. Developed the UI/UX of the tool on Processing.
- Offered summer internship at ETH based on performance.

Competitions

GE Edison Challenge

Mar 2016

Finalist (Top 25 in India)

Worked on a gamification based platform that encourages good traffic behaviour through positive reinforcement.

Tata Social Enterprise Challenge

Dec 2015

Quarter Finalist (Top 40 in India)

Worked on a gamification based platform that encourages good traffic behaviour through positive reinforcement.

Publications

Statistical Approach to Site Zoning Using Method Of Overlays

Ongoing research paper guided by Prof. Abraham George