Vansh Kapoor

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Education

Carnegie Mellon University (CMU)

Master of Science in Machine Learning | GPA: 4.33/4

• Key Courses: Deep Reinforcement Learning, Intermediate Statistics, Advanced ML

Indian Institute of Technology Bombay (IITB)

Bachelor of Technology in Electrical Engineering with Honors

- GPA: **9.76/10** (Department Rank 6th amongst 200+ students) Honors GPA: 10/10 • Received Undergraduate Research Award for outstanding research conducted in Partially Observable MDPs
- Awarded AP Grade (Course Topper amongst 200+ students) in Advanced Deep Learning, Online Algorithms, Advanced ML (Probabilistic Graphical Models), Intro to ML, Image Processing, EM Waves, Biology
- Created and graded assignments/quizzes for Error-Correcting Codes as a *Graduate TA* for 40+ students

Professional & Pessarch Experience

Professional & Research Experience 🗹	
Google Research Collaborator Bangalore, India	Jun'23 - Aug'24
• Developed the Look-Ahead algorithm utilizing crowd-signals with performance guarantees f	or rumor detection
• Adapted algorithm for large-scale networks to nullify coordinated bot attacks spreading rumor	rs on social platforms
IIT Bombay Research Assistant (AAAI'25 Submission) Mumbai, India	Jan'23 - Aug'24
• Formulated theorems and designed heuristics to compute optimal policies for MDPs with s	-
• Derived computable bounds on suboptimality associated with optimal policies corresponding	
Google Silicon Engineering Intern Bangalore, India	May'23 - Jul'23
• Optimized design verification process by 15% with toggle coverage analysis using Python-	
• Developed automated checkers for data retention flops in low-power mode applications, stre	amlining verification
AI & ML Projects 🗹	
Indian Institute of Technology Bombay	Mumbai, India
Text-to-Image Diffusion Models with Enhanced Semantic Understanding 🗹	Jan'24 - May'24
• Devised SUR (Semantic Understanding & Reasoning) architecture utilizing LLAMA-based p	-
• Boosted multi-modal visual question answering accuracy (counting/color/action) by 20% of	
Deep Recurrent Q-Learning for Partially Observable MDPs	Aug'23 - Dec'23
• Implemented RL-LSTM-Q network, integrating Transfer Learning & LSTM for playing fl	ickering Atari games
RL in Billiards and Football Half-field Offense 🗹	Jul'23 - Dec'23
• Implemented Monte-Carlo Tree Search (MCTS) for potting balls in minimal attempts (< 2	L0) for noisy billiards
• Executed MDP Planning to devise an optimal half-field football offense strategy using value	and policy iteration
Generative AI & Stock Trading System 🗹	Jul'23 - Dec'23
• Enhanced the CGAN model to generate diverse images of a given individual by utilizing a Sian	
• Set up an LSTM-based high-frequency stock trading system (MSE Loss: 0.3%) using mu	-
Real-Time Rapid Multi-Face Detection 🗹	Jan'23 - May'23
• Facilitated multi-face detection using Haar features-based AdaBoost Cascade Classifier integ	rated with a webcam
Biomedical Image Segmentation 🗹	Aug'22 - Dec'22
• Coded U-Net and applied watershed segmentation for nuclei semantic segmentation, achiev	ing MSE Loss of 8%
Skills	

Programming Languages: Python (Proficient), MATLAB, C++, Java, HTML, Embedded C PyTorch, TensorFlow, Keras, PyTorch-Geometric, HuggingFace, Libraries: OpenCV, NLTK, Scikit-Learn, SciPy, Pandas, Gymnasium, SymPy

Pittsburgh, PA Dec'25

Mumbai, India

May'24