AMRUTA PURANDARE

Creative Technology | Multimedia

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ONLINE PROFILES

Project Portfolio
https://pamruta.com

Coding Samples
https://github.com/pamruta

LinkedIn Profile
https://www.linkedin.com/in/pamruta

ABOUT ME

Creative Engineer
Inspired by Technical Innovation and Creative Imagination

Core Expertise
Building Rapid Prototypes & MVPs to Showcase Innovative Ideas

Hands-On
Hands-on Experience in Multimedia Projects that involve Audio + Video + Image + Text + Dialogs

Career Journey
Started career in 2001, with AI + ML to solve Text Mining & Natural Language Understanding (NLU) problems, gradually moving into Speech + Dialogs, and more recently into Multimedia domain that covers [Audio + Video + Image + Music] datasets

Next Steps
Passionate about building Creative & Immersive Technologies through the combination of AI / ML + AR / VR / XR + 3D Graphics

Learning & Development
Always keen to try latest Software Technologies Hands-on

Mentoring
Actively involved in Mentoring Junior Team Members

EDUCATION

B.E. Computer Engineering
Pune University (1998 - 2002)

M.S. Computer Science
University of Minnesota (2002 - 2004)

LATEST WORK

Facial Animation
- Analyzing Facial Expressions of Actors in Comedy and Dramatic Scenes
- Face-Swap: Augmenting Live Person Face with Celebrity Face Masks
- Animating Still Posters and Photos using Deep Fake Lip-Sync Technology
- Mapping Facial Expressions of Real Person into Animated Characters
- Creating Scary Faces & Horror Expressions without Make-up or Costumes

Computational Music
- MIDI Visualizer to parse MIDI files and demonstrate how to play the tune on piano by highlighting corresponding notes / keys
- Generating Music based on Hand-Gestures

Computer Vision
- Object Detection Models built in AutoML Vision to recognize popular TV / Movie / Cartoon Characters
- Image Classification Model built on Teachable Machines to Classify Restaurant Food and Menu Images
- Sports Activity Recognition: Models built in TensorFlow.JS to recognize Sports Activities (like Swimming, Skating, Boxing, Cycling etc) in Olympics Games
- Models built in TensorFlow.JS to detect Animal & Bird species in Wild-Life Films
- Chroma-Key: Real-time Background Removal and Replacement using Video Segmentation models in TensorFlow.JS
- Motion Capture: Using OpenPose library to capture Body Postures and Hand Movements in Dance & Action videos