

ISHAAN PARANJAPE

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EDUCATION

- University of California, Santa Cruz** *Sept. 2019 - Present*
PhD, Computational Media
Qualifying exam complete
- University of California, Santa Cruz** *2017 - 2019*
MS, Computer Engineering
- Savitribai Phule Pune University** *2013 - 2017*
Bachelor of Technology, Electronics and Telecommunications Engineering

SKILLS

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| Programming languages | C/C++, Python, MATLAB |
| Technical documentation | LaTeX |
| Tools | Unreal Engine 4 and 5, Unity, Blender, CARLA simulator |

EXPERIENCE

- Summer Intern, Autonomous Vehicle Simulation Intern** Summer 2021, Summer 2022
Ford Motor Company
- Worked with the simulation team both times. Projects included simulation scenario variation and 3D environment generation from LIDAR and camera data for testing autonomous vehicles.
- Graduate Student Researcher** Summer 2018, 2019, Spring 2020, Winter 2021
Augmented Design Lab, University of California, Santa Cruz
- Procedural scenario generation for testing autonomous vehicles.
- Associate Instructor** Summer 2020, Session 1, Spring 2023
University of California, Santa Cruz
- Taught the university courses *Game Technologies* and *Foundations of Video Game Design* where core concepts of Unreal Engine and game design were covered respectively.
- Teaching Assistant** Spring 2018 - December 2023
University of California, Santa Cruz
- TA for the undergraduate capstone game project courses, Phaser and Unity game engine (4 times) based courses and a game graphics course.

PUBLICATIONS

- A Modular Architecture for Procedural Generation of Towns, Intersections and Scenarios for Testing Autonomous Vehicles** *IEEE Intelligent Vehicles Symposium 2020.*
- ScenarioQA: Evaluating Test Scenario Reasoning Capabilities of Large Language Models** *Accepted to IEEE Intelligent Transportation Systems Conference 2024.*