RADHAKRISHNA DASARI, PhD

EDUCATOR, RESEARCHER, & FOUNDER

✉ radha@linux.com

in profradha

⌂ profradha.tech

⚲ Zug, Switzerland

EXPERTISE

RESEARCH

Artificial Intelligence

Blockchain Technology

Content Authenticity

LEADERSHIP

Academia and industry partnerships

Instructional Design

Curriculum Design

IMPACT

edX — Blockchain Technology, 15,000+ learners

Coursera — Computer Vision Basics, 85,000+ learners

Polkadot Wiki — documentation, 10K+ readers / month

EXECUTIVE SUMMARY

Technology leader and computer science educator with 15+ years across academia and industry in the USA, Switzerland and India. Former USA university faculty with open online courses on Coursera and edX reaching 100K+ learners globally on the topics of Artificial Intelligence and Blockchain Technology. Proven record of developing successful educational programs, securing competitive grants, and delivering engaging speaking sessions to diverse audience. Open Source proponent and community builder.

EXPERIENCE

FOUNDING DIRECTOR
A10CITY Private Limited, India 🇮🇳 | 12/2025 – present

DIRECTOR OF ECOSYSTEM SUCCESS
Web3 Foundation, Switzerland 🇨🇭 | 10/2025 – 06/2026

TECHNICAL EDUCATION LEAD
Web3 Foundation, Switzerland 🇨🇭 | 03/2022 – 09/2025

TECHNICAL EDUCATOR
Web3 Foundation, Switzerland 🇨🇭 | 06/2021 – 02/2022

LECTURER, COMPUTER SCIENCE
University of Vermont, USA 🇺🇸 | 08/2018 – 05/2021

SOFTWARE ENGINEER
Tata Consultancy Services, India 🇮🇳 | 12/2009 – 07/2012

EDUCATION

MAS MANAGEMENT AND TECHNOLOGY (MTEC)
ETH Zurich, Switzerland 🇨🇭 | 09/2024 – 08/2026 (expected)

PHD COMPUTER SCIENCE
State University of New York at Buffalo, USA 🇺🇸 | 02/2014 – 06/2020

MS COMPUTER SCIENCE
State University of New York at Buffalo, USA 🇺🇸 | 08/2012 – 12/2013

BTECH ELECTRONICS AND COMMUNICATION
VIT University, Vellore, India 🇮🇳 | 07/2005 – 06/2009

Dr. Radhakrishna Dasari - Extended CV

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Teaching & Research Competencies

Instructional Expertise: Curriculum Design · Course Development · Online Learning · Educational Technology Integration
Research Expertise: Computer Vision · Machine Learning · Multi-Sensor Fusion · Multimedia Systems · AI Applications
Technical Proficiencies: MATLAB · Python · Java · C/C++ · Rust · Blockchain Technology
Academic Leadership: Grant Writing · Faculty Governance · Pedagogical Innovation · Student Mentorship

Educational Leadership & Program Development

Director of Ecosystem Success **Sep 2025 – Jun 2026**
Web3 Foundation *Zug, Switzerland*

- Direct three strategic teams including Technical Education, developing comprehensive educational programs for developers
- Lead initiatives to scale technical education globally
- Represent Web3 Foundation in executive stakeholder meetings, industry conferences, and strategic planning sessions with C-level leadership

Technical Education Lead **Apr 2022 – Sep 2025**
Web3 Foundation *Zug, Switzerland*

- Served as instructional designer for PBAX program at Polkadot Blockchain Academy, developing advanced technical curriculum
- Designed and developed comprehensive introductory courses on Blockchain, Web3, and Polkadot technology on edX platform, reaching over 10,000 learners globally
- Created extensive video tutorials, Wiki documentation, and educational resources for developers and users

Delivered talks and workshops on Blockchain Technology, Rust Programming, and Web3 at international conferences

Course Developer **Jan 2018 – Aug 2018**
Coursera / University at Buffalo TCIE *Buffalo, NY*

- Designed and developed comprehensive "Computer Vision Basics" course on Coursera platform which has 80K+ learners
- Managed full project lifecycle including curriculum design, video production, assessment creation, and platform deployment
- Created engaging multimedia content explaining theoretical concepts augmented with auto-graded MATLAB programming exercises

Teaching Experience

Computer Science Lecturer **Aug 2018 – Jun 2021**
University of Vermont *Burlington, VT*

- Designed and delivered comprehensive instruction for four Computer Science courses: Programming for Engineers (MATLAB), Introduction to Programming, Computability and Complexity Theory, and Computer Vision
- Developed innovative course materials, assignments, and assessments that enhanced student engagement and learning outcomes across undergraduate and graduate levels
- Mentored and advised students on academic progress, research projects, and career development, fostering a supportive learning environment
- Led transition to remote instruction during COVID-19, implementing effective online teaching strategies and maintaining high-quality educational delivery

Instructor **Summer 2016, 2017, 2018**
State University of New York at Buffalo *Buffalo, NY*

- Taught CS473/573 -Introduction to Computer Vision for three consecutive summer semesters as primary instructor
- Developed comprehensive curriculum covering image processing, feature detection, object recognition, and deep learning applications
- Created hands-on programming assignments and projects in Python and MATLAB that provided students with practical experience in computer vision techniques

Teaching Assistant **Aug 2014 – May 2018**
State University of New York at Buffalo *Buffalo, NY*

- Supported instruction for Computer Vision, Machine Learning, and Multimedia Systems courses for four years
- Led laboratory sessions, graded assignments and exams, held office hours, and provided individualized student support
- Assisted in curriculum development and course material preparation, contributing to continuous improvement of course quality

Research Experience

Graduate Research Assistant **Dec 2012 – May 2014**
State University of New York at Buffalo *Buffalo, NY*

- Developed novel algorithms for integrating visual and inertial sensor data for robust vision systems
- Collaborated with industry partners including Huawei Media Lab on applied research projects

Research Intern **May 2014 – Aug 2014**
Huawei Media Lab *Bridgewater, NJ*

- Developed color correction algorithms for high-resolution imaging, resulting in patent application

Publications

[1] **Radhakrishna Dasari**, Karthik Dantu, and Chang Wen Chen. "Multi-Sensor Fusion Based Action Recognition in Ego-Centric Videos with Large Camera Motion." *Advances in Computer Vision and Computational Biology*, 2021.

[2] **Radhakrishna Dasari**, and Chang Wen Chen. "MPEG CDVS Feature Trajectories for Action Recognition in Videos." *IEEE Conference on Multimedia Information Processing and Retrieval (MIPR)*, 2018.

[3] **Radhakrishna Dasari**, Dong-Qing Zhang, and Chang Wen Chen. "Reference Image based Color Correction for Multi-Camera Panoramic High Resolution Imaging." *13th Conference on Computer and Robot Vision (CRV)*, IEEE, 2016.

[4] **Radhakrishna Dasari** and Chang Wen Chen. "A Joint Visual-Inertial Image Registration for Mobile HDR Imaging." *International Conference on Visual Communications and Image Processing (VCIP)*, IEEE, 2016.

Patents

[1] Zhang, Dong-Qing, **Radhakrishna Dasari**, Jie Hu, and John Wus. "Color corrected high resolution imaging." *U.S. Patent Application* No. 14/810,131, 2015.

Academic Service & Leadership

- **Faculty Senator** – Department of Computer Science, University of Vermont (Fall 2018 -Spring 2021): Represented faculty interests and participated in departmental governance and strategic planning
- **Distance Education Advisor** – Department of Computer Science, University of Vermont (Spring 2019 -Spring 2021): Advised on online course development and distance learning initiatives
- **Committee Member, Pedagogical Innovation** – CEMS, University of Vermont (Fall 2019 -Spring 2021): Contributed to improving teaching practices and educational innovation across the college
- **Union Representative** – UVM CS Department, United Academics (Fall 2019 -Spring 2021): Advocated for faculty rights and working conditions
- **Online Course Development Facilitator** – CEMS, University of Vermont (Spring 2020 -Spring 2021): Assisted faculty in developing and transitioning courses to online formats
- **Website Development and Support** – CatCoders Connect, UVM (Spring 2020 -Spring 2021): Developed and maintained platform for students to apply for programming projects within the university
- **Technology Chair** – ALIFE 2020 Conference, Montreal (July 2020): Managed technical infrastructure for international academic conference
- **Reviewer** – Mastering OpenCV Android Application Programming, Packt Publishing (Summer 2015): Provided expert review for technical textbook

Grants & Funding

- **Strategic Grant, Web3 Foundation** ($200,000 for 2025-2026): "Polkadot DevEx Booster": A hackathon-driven initiative for the Polkadot Ecosystem
- **Engaged Practices Innovation (EPI) Grant, University of Vermont** ($9,000 for 2019-2020): with Jackie Horton and James Eddy for "Auto-grading tools for Programming Courses,"
- **Travel Grant, UCLA** (2013): travel grant to attend Computer Vision Summer School at IPAM, UCLA

Honors & Awards

- **Best Graduate Teaching Award** – Department of Computer Science, University at Buffalo (2017): Recognized for outstanding teaching excellence and student impact
- **Global Innovation Challenge Winner** – University at Buffalo (2016): First place for project aligned with UN Sustainability Goals
- **Second Prize at UB Hackathon** (2013): Developed "ARCampus" -an Augmented Reality campus navigation system
- **Top 20 at PennApps** – University of Pennsylvania (2013): Recognized for "SplitStore" -mobile distributed file storage solution
- **Intel Perceptual Challenge** (2013): Selected for "Posture Analyzer" -computer vision-based health assistant application

Invited Talks & Presentations

Decentralized AI and Content Authenticity, Science of Blockchain Conference, UC Berkeley	Aug 2025
Self-sovereign Identities, EE 292J -Designing for Authenticity, Stanford University	Feb 2024, 2025
Web3 and XR -Where we are and what to expect, AWE XR EU 2023, Vienna	Oct 2023
Polkadot and its Architectural Design, sub0 Europe 2023, Lisbon	Sep 2023
Pioneering Decentralized on-chain governance: Polkadot Gov2, Messari Mainnet, NYC	Sep 2022
Scaling Polkadot Education, ParisDOT Conference, Paris	Jul 2022

Technical Skills

Programming Languages: MATLAB, Python, Java, C/C++, Rust **Computer Science Topics:** Computer Vision, Machine Learning, Deep Learning, Algorithms, Data Structures, Software Engineering

Development Tools: Git, Visual Studio, Eclipse, MATLAB, Jupyter, LaTeX
Emerging Technologies: Blockchain, Web3, Smart Contracts, Distributed Systems, AI

Professional Certifications & Development

Chartered Blockchain Expert I (CBX) – DEC Institute, Credential ID: WV3wSY4jgkkhIr9UwZFwsg (Jan 2023)
Polkadot Blockchain Academy – Engineering Track, UC Berkeley (Summer 2023)
Deep Learning for AI and Computer Vision – MIT (Winter 2021)
Professional Development for Teaching Faculty – SIGCSE 2021 (Spring 2021)
E-Learning Design Principles and Methods – LearnLab, Carnegie Mellon University (Summer 2020)
Intelligent Tutoring Systems – Simon Initiative Summer School, Carnegie Mellon University (Summer 2020)
Bridging Pedagogy and Technology to Support Effective Learning – FRN Network, NYU (Summer 2020)
MATLAB Associate – MathWorks, Credential ID: 20336747 (Summer 2019)
Camtasia Screencasting – TechSmith, Credential ID: m9ogcmkzkse5 (Fall 2019)
CSCI S-1 Great Ideas in Computer Science in Java – Harvard University (Summer 2019)
Graduate Summer School on Computer Vision – IPAM, UCLA (Summer 2013)

Professional Affiliations

Member, Association for Computing Machinery (ACM)	2014-2021
Member, Institute of Electrical and Electronics Engineers (IEEE)	2014-2021