

SANDEEP N MENON

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EXPERIENCE

Deep Learning Intern | [Kodiak Robotics](#) | Mountain View, California May – Sept 2023

- Collaborated with the perception team to develop deep learning models for autonomous trucking applications
- Engineered a multi-modal deep learning architecture integrating Camera, Lidar, and Radar sensory data for ground height, lane, and obstacle estimation.

Deep Learning Research Engineer | [Deepen AI](#) | Hyderabad, India Sept 2020 – Jul 2022

- Developed a 3D PointNet model for temporal smoothing of segmentation predictions over point cloud sequences, achieving a 20% mIoU improvement.
- Built a Sparse Point-Voxel CNN model for semantic segmentation of 3D point cloud sequences, boosting data annotation speed by 30% and obtaining a 76% mIoU score.
- Implemented object-aware anchor-free tracking for 2D visual object tracking
- Devised a targetless Camera-IMU and [stereo camera calibration](#) algorithm, reducing calibration time by 90% and achieving a 1-degree error margin.
- Created an on-demand GPU Virtual Machine allocation system saving up to 4000 USD/month for the company

Software Development Engineer II | [Microsoft](#) | Hyderabad, India Jun 2018 – Sept 2020

- Co-authored new Machine Learning method inspired by Random Forests to identify similar won deals and opportunities for sales executives in [Relationship Analytics](#) in Dynamics 365; **received patent award**
- Shipped [Dynamics 365 sales insights connector](#) in Power platforms managing 9 million monthly requests

PROJECTS

[Federated Training System for Generative Adversarial Networks](#) | *PyTorch, Flower* Oct - Dec 2022

- Designed a federated learning system to train Generative Adversarial Networks. GAN can be trained across dozens of devices without sharing their data

Point Cloud Oversegmentation using Superpoint Graphs | *PyTorch, Boost* May - Jun 2021

- Adapted Superpoint Graph implementation to Argoverse point cloud dataset to achieve over-segmentation results of overall accuracy of 96% and Boundary Recall of 92%

Graphic Novels from Wikipedia Articles | *LangChain, StableDiffusion, React* Mar 2023

- Created a website where users can make graphic novels explaining Wikipedia articles. Used Large Language Models (LLMs) in conjunction with StableDiffusion to generate the narrative and images.

[Asymmetric 3D Convolutions in Torchsparse](#) | *PyTorch* Feb 2021

- Contributed Asymmetric 3D Convolutions implementation to [TorchSparse](#) library, managed by MIT HAN Lab

[Removing noise from Optical Coherence Tomography \(OCT\) Images](#) [CVIP 2020] Aug 2017 - May 2018

- Achieved Structural Similarity Index (SSIM) value of 96.7% for low noise images and 91.2% for high noise images, surpassing the state-of-the-art results at the time of publishing

EDUCATION

New York University (NYU) Courant Institute of Mathematical Sciences 2022 – 2024

Master of Science in Computer Science

National Institute of Technology Karnataka, Surathkal, India (NITK) 2014 – 2018

Bachelor of Technology in Computer Science

TECHNICAL SKILLS

Deep Learning (PyTorch, TensorFlow, Keras, MMDet, PointNet, CNN, VAE, GAN),

Convex Optimization (CVXPY), **Computer Vision** (LiDAR, SLAM, Multi-Sensor Calibration and Fusion),

Languages/Platforms: C++, C#, Python, Go, JavaScript, TypeScript, OCaml, React, Redux, Django, LangChain, Flower, Bazel, Docker, Azure, ROS, Google Cloud, MongoDB, RocksDB, MySQL, Git