# 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

New York, USA

National Institute of Technology Karnataka, Surathkal, India (NITK)

2014 - 2018

Bachelor of Technology in Computer Science

Karnataka, India

#### 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