# Aadhar Tyagi

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#### **OBJECTIVE**

To explore and learn new technologies and ideas in the field of computer science. Hoping to obtain as much exposure as possible to expand my skill set, improve social skills as well as gain hands on experience.

## **EDUCATION**

Degree	College	University	Passing Year	Pass
	/School			Percentage
B. Tech	Delhi	Delhi	2021	8 (Till Sem 3)
(Software	Technological	Technological		,
Engineering)	University	University		
HSC	Apeejay,	CBSE	2016	93.1
	Sheikh Sarai			
SSC	Apeejay,	CBSE	2014	10 GPA
	Sheikh Sarai			

### **PROJECTS**

#### 1. Autonomous Underwater Vehicle

Worked to develop control algorithms for the AUV. Implelmented computer vision modules for object detection, obstacle avoidance, path following. Also developed a smart AI to perform the given tasks efficiently as well as make sure the safety of the AUV.

- The **control stack** was built on ROS (Robot Operating System). The PIDs were implemented for Roll, Yaw and Pitch axes. Ziegler Nichols method was used to tune the PIDs. Integrated various AHRS (Attitude Heading and Reference System) and INS + GPS (Inertial Navigation System) such as VectorNav 300 and Xsens MTI series using ROS nodes. Developed a network like structure using ActionLib for efficient transfer of data and decision making.
- The **vision stack** was built mainly on OpenCV, underwater image enancement techniques from several research papers were implemented and tested, computer vision algorithms for detection, trained custom YOLO on Darknet.
- Implemented **decision making** through state machines (SMACH), python API, integrated with ROS ActionLib. Also worked on microcontrollers (Arduino, Atmega) and their interfacing and communication with SBC.

## 2. Eyantra, 2018, Pollinator Bee

Worked on developing a Autonomous drone capable of waypoint navigation using whycon coordinates provided from the camera overhead.

- Implemented PIDs for Roll and Pitch for a drone on ROS python. Learned drone mechanics, whycon coordinates, simulated the drone in V-REP.
- Developed robust OpenCV algorithms for detection of LEDs.

## 3. Others

- Haar Cascade based stone paper scissor game.
- Compter Vision, gesture password unlocker. Unlock your computer using your hand gestures and webcam.
- .Few Shot Learning, character classifier, siamise network, Omniglot dataset.
- ANN, python implementation of levenberg marquardt algorithm.
- Visual Odometry and VISP based path tracing in Turtlebot, Gazebo.
- Predestined.ml, A website to send mails and video messages to the future.

## INTERNSHIPS AND TRAINING

• Intern at AI Technolabs

June - August, 2018

- Interned for developing a cloud and vision based security system. Algorithms for CCTV, raspberry pie cam.
- FaceDetection and Recognition using one shot learning, implemented siamise network.
- Added functionality to be able to delete and add faces to database.
- Convolutional Neural Network for detection of malicious objects.
- Developed OpenCV algorithm to count number of people going in and out of building.

## Research Publications

1. DTU-AUV, Autonomous Underwater Vehicle

Part of research team DTU-AUV, working on several research papers, no publications yet

# TECHNICAL SKILLS

- Programming Languages & Scripts
  - C, C++, Python, Bash, embedded C
- Frameworks & Libraries
  - ROS (Robot Operating System), Keras, OpenCV
- Web Technologies
  - -HTML5, CSS3, basic JavaScript, Information retrieval
- Databases
  - Normalization, Transaction handling, MySql

### SOFT SKILLS

- (a) Self Motivation and initiative to do.
- (b) Responsibility
- (c) Flexibility.
- (d) Teamwork.