

Akash S Kumbar

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✍ ABOUT ME!

Enthralled by the captivating realm of **robotics** and **AI** and its potential to revolutionize the world, my primary focus lies in the field of robotics. With a strong **research background** in **3D computer vision** and a comprehensive understanding of **Electronics and Communication Engineering (ECE)**, I possess a deep-seated enthusiasm for **machine learning**, **deep learning**, and **embedded systems**. Continuously seeking new challenges to push the boundaries of my knowledge and skills, I thrive on innovation and remain dedicated to developing cutting-edge solutions that enhance human experiences. By leveraging my diverse interests and expertise, I am committed to utilizing my skills in pursuit of technological advancements that redefine the way we interact with and benefit from technology.

📁 PROFESSIONAL EXPERIENCE

Research Intern, Center of Excellence in Visual Intelligence, KLE Technological University Researching on 3D computer vision, representational learning and refinement of point cloud data.	Jan 2023 – present Hubli, India
Student Volunteer, Center of Excellence in Visual Intelligence, KLE Technological University Worked on the refinement of 3D point clouds. Additionally, I volunteered as a resource person and mentor to help others explore the point cloud domain.	Aug 2021 – present Hubballi, India

📖 PUBLICATIONS

Research paper under review [IEEE's PReMI]

🎓 EDUCATION

B.E., KLE Technological University Electronics and Communication Engineering CGPA: 8.25/10.0 (till 7th sem)	2019 – present Hubli, India
Pre University College (12th grade), JSS SMPU Percentage: 82%	2017 – 2019 Dharwad, India
Tenth grade, JSS SMCS CGPA: 9.2/10.0	2017 Dharwad, India

🧠 SKILLS

Programming <i>Python, C/C++, MATLAB, Simulink</i>	Machine learning/Deep Learning <i>PyTorch, Tensorflow, popular Anaconda libraries</i>	Computer Vision <i>3D vision, 3D deep learning, Images, Gesture recognition</i>
Embedded systems <i>Embedded C, 8051, ARM microcontrollers</i>	Computer Graphics <i>OpenGL</i>	


📁 PROJECTS

Refining Point Clouds: Upsampling, Denoising and Completion through Implicit Representation, [Internship project] Proposed a point cloud encoder that learns the features of point cloud with complex topology and leverages occupancy functions to give an implicit representation of point cloud.


Tools used: Python, C++, Cython, Pytorch, Pytorch3D

3D Point Cloud Refinement Using Explicit Prior, [Completed as a part of Sponsored Research Project][Under revision] introduced a new variant of KNN that is topology and density aware, and applied it to develop a novel methodology for upsampling and denoising 3D point clouds considering the topology of the data for better representation and recovery of missing information. ☑


Tools used: Python, PyTorch, PyTorch3D, Open3D

3D Point Cloud Instance Segmentation, Proposed a U-Net based deep learning architecture for instance segmentation of 3D point clouds, we devised an encoder that was capable of learning the global features of the point cloud. 


Tools used: Python, PyTorch, PyTorch3D, Open3D

Camera based vehicle functions, [Completed as a part of Bosch's PRIXEL program] Designed a computer vision solution to detect potholes and speed breakers on roads, utilizing a custom-engineered dataset that was collected and annotated in-house. 

Tools used: Python, PyTorch, ONNX, OpenCV

Learning based refinement of 3D point clouds through hole filling, Developed a deep learning model to identify and repair point cloud gaps caused by occlusion and reflections. Designed an algorithm to generate datasets with realistic holes in point clouds for training and testing purposes. 

Tools used: Python, PyTorch, PyTorch3D, Open3D

Gesture based hand-cricket game, Developed a computer vision-based game of 'hand-cricket' playable against a computer through webcam. The backend is powered by a Tensorflow image classification model, with the front-end built on OpenCV and PyGame. 

Tools used: Python, Tensorflow, OpenCV

Guitar Bot,

Created a bot using Arduino that can play guitar and built an android application that lets you select the music. 

Tools used: Arduino, Embedded C, MIT app inventor

COURSES AND CERTIFICATIONS

3D Vision Summer School, International Institute of Information Technology, Hyderabad 

Advanced Computer Graphics,

Collaboratively offered by Indian Institute of Technology-Delhi and KLE Technological University

PyTorch for Deep Learning and Computer Vision, Udemy 

Data Structures, UC San Diego, Coursera 

AWARDS

Certificate of appreciation in Bosch's PRIXEL Program, Bosch Global software technologies 


Awarded for developing a robust, real-time computer vision-based, speed breaker, and pothole detection model.

Best project award in CEVI summer workshop,

Center of Excellence in Visual Intelligence, KLE Technological University

Awarded Best Project at CEVI Summer Workshop for Gesture-based Hand-Cricket game.

Certificate of appreciation for engineering exploration course project,

Centre for Engineering Education Research, KLE Technological University 

Awarded as an outstanding project for making a Guitar bot using Arduino that plays music through a mobile app.

REFERENCES

Uma Mudenagudi,

Director, Center of Excellence in Visual Intelligence, KLE Technological University | Dean R&D, KLE Technological University | Professor, SoECE, KLE Technological University
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DECLARATION

I hereby declare that the details and information given above are complete and true to the best of my knowledge.



Akash Kumbar
6th June 2023