



# AVISHKAR ARJAN

Delhi NCR, India

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## Research & Work Experience

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### Indian Institute of Technology, Delhi

*Research Project Assistant*

Delhi, India

Nov 2023 - present

- Guide: Dr. Subodh Kumar, CSE Dept. IIT-Delhi
- Ongoing research project in the field of Deep Learning and underwater 3D scene reconstruction

### ICICDR - 2023, World Doctorates Day ( [View Certificate](#) )

Lucknow, India

*Research Poster Presenter*

Aug 2023

- Youngest participant at the 11th International Conference on Issues and Challenges in Doctoral Research 2023
- Delivered a poster presentation titled "Navigating Empirical Challenges in Deep Learning Research". View it [here](#)

### String Arts Pvt Ltd ( [Internship Certificate](#) )

Remote, India

*Full Stack Web Development Intern*

Jan - Mar 2023

- Developed an official management web platform called "String Backend" using MERN Stack, incorporating features such as user authentication, email verification, notification, CRUD functionality, and a responsive user interface.
- This platform was designed for employee and content management, enabling the organization to manage projects, track completion status, and access employee details

## Publications

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### [1] Arjan, A., Banerjee, K. (2023). Implicit neural representation in robotic exploration.

[Under Review]

- Supervisor: Assoc Prof. Kakoli Banerjee (Computer Science Department, JSSATE Noida)
- This survey focuses on exploring implicit mapping techniques for 3D real-world scenes in the field of robotics, specifically in the context of robotic exploration. Its primary goal is to offer researchers valuable insights into the most advanced and state-of-the-art INR (Implicit Navigation and Reconstruction) methods, which play a pivotal role in enhancing the efficiency and real-time capabilities of robotic SLAM (Simultaneous Localization and Mapping).

## Ongoing Research Work

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### Underwater 3D scene reconstruction (at Indian Institute of Technology, Delhi)

- Supervisor: Prof. Dr. Subodh Kumar, CSE Dept. IIT-Delhi
- Working on VR and Deep Learning technology for underwater scenes using Image based rendering, Image translation etc

### Implicit Neural Representation techniques in Robotic Exploration

- Supervisor: Assoc Prof. Kakoli Banerjee (Computer Science Department, JSSATE Noida)
- A survey work on implicit mapping techniques for 3D real world scenes in robotics during robotic exploration
- It aims to provide researchers with insights on latest and state-of-the-art INR methods for efficient and real-time robotic SLAM (Simultaneous Localization and Mapping)

## Personal Projects

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### Sea-Thru Implementation : Remove water from underwater images - [Paper Link](#)

Dec 2023

- Technologies used: Scikit-learn, Scikit-image, SciPy, Depth-estimation: Huggingface Transformers
- A re-implementation of the novel approach, which utilizes our enhanced model to restore color from RGBD images. The Sea-thru technique gauges backscatter by analyzing dark pixels and their associated range data. Subsequently, it employs a calculated spatially varying illuminant to derive the range-dependent attenuation coefficient

### NeRF: Neural Radiance Fields Implementation - [Demo Video](#)

Oct 2023

- Technologies used: PyTorch, Google Colab's T4 GPU
- Generate a 3D neural representation of a scene using 2D input images. The model learns the scene features and perform novel view synthesis. Based on the original NeRF paper: [Link](#)

### Hand gesture based Personal Assistant (Computer Vision) - [GitHub Link](#)

Aug 2023

- Technologies used: Python, OpenCV, Mediapipe
- Perform actions like navigating through various files, increase/decrease volume & brightness on your PC, open Web Browser and visit websites - all using hand signs

Skills & Interests

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**Languages:** Data Structures and Algorithms, C/C++, Python, JavaScript  
**Version Control:** Git, GitHub, Linux  
**Machine Learning/ Data Science:** Python - NumPy, Pandas, Pytorch, Huggingface  
**Web Development:** Django, MERN Stack  
**Research Interests:** Deep Learning, Computer Vision, Implicit Neural Representation(INR), Scene Rendering techniques

Education

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<b>JSS Academy of Technical Education</b>	<b>Noida, UP</b>
<i>B.Tech (3rd Year), Computer Science &amp; Engineering (Spec-AIML) — 7.6/10 CGPA till 4th Sem</i>	<i>2021 - 2025</i>
<b>Fr. Agnel School</b>	<b>Noida, UP</b>
<i>CBSE Board (Class 10th &amp; 12th)</i>	<i>2019 - 2021</i>
<ul style="list-style-type: none"><li>• <b>Class 12th:</b> 95.6% — <b>Class 10th:</b> 92.3%</li></ul>	