Gauray Parmar

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Education

Carnegie Mellon University

Anticipated June 2022

Masters of Science in Robotics

University of California San Diego

June 2020

Bachelor of Science in Computer Science (honors thesis advised by Prof. Zhuowen Tu)

GPA: 3.76

Research Publications

- "Reconciling Generative Modelling with Representation Learning". Gaurav Parmar, Zhuowen Tu. (undergraduate thesis)
- "Guided Variational Autoencoder for Disentanglement Learning". Zheng Ding*, Yifan Xu*, Weijian Xu, Gaurav Parmar, Yang Yang, Max Welling, Zhuowen Tu. CVPR, 2020
- "Geometry-Aware End-to-End Skeleton Detection". Weijian Xu, Gaurav Parmar, Zhuowen Tu. BMVC, 2019
- "Autonomous Smart Wheelchair: A Social Solution for Individual Need". Isabella Gomez, Gaurav Parmar, Samarth Aggarwal, Nathaniel Mansur, Alexander Guthrie. CHI 2019 EA

Relevant Experience

Undergraduate Research Assistant, Prof. Zhuowen Tu - UCSD

(January '19 - August '20)

- Formulated a new geometrically inspired loss function for the task of skeleton detection
- Explored disentangled generation of images by through guidance in the latent space of VAE
- Studied the distinct properties of VAE and GAN leading to developing the DC-VAE framework that uses contrastive feature learning for training a generative model with improved representations

Research Intern, Qualcomm Research & Development

(Summer '19)

- Implemented methods for quantizing mobilenet based models with minimal drop in accuracy
- Investigated accuracy/runtime tradeoff for 8-bit quantization of different semantic segmentation models
- Created a pipeline for compressing a pre-trained DeepLab v3+ to run inference at 20 fps on a smartphone (in preparation for the Qualcomm demo booth at NeurIPS 2019)

Instruction Assistant, COGS 181: Advanced Machine Learning Concepts

(Spring '19)

• Responsible for grading, holding office hours and teaching the discussion sections

Undergraduate Research Assistant, Prof. Jack Silberman - UCSD

(March '18 - June '19)

- Recipient of the Triton Research Scholarship
- Explored the use of stereo cameras as a cost-effective alternative for generating depth maps
- Developed a pipeline for building a map of the room using ORB-SLAM2

Software Engineering Intern, Qualcomm Incorporated

(Summer '18)

• Developed a tool using C++ to automate the verification of Carrier Aggregation ability of the devices

Miscellaneous Projects

Synesthetic Solutions - digital augmentation for the traditional blind stick

- An end-to-end system that uses stereo cameras to build a depth map and provide haptic feedback to users **Autonomous Car** (scale 1:10) *(demo on the website)*
 - Developed a framework for collecting data and training the policy network with behavior cloning
 - Designed a CNN based policy network to predict the steering angle and throttle outputs for the motors
 - Implemented the Soft Actor Critic in PyTorch for training the agent in a simulator

Interpretable NLP (class project: CSE 156)

- Implemented a trigram based and a word2vec based sentiment analysis language model
- Built a web interface to interactively compare the differences and the failure cases of the two models