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 **GPA:** 3.76

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

Conference Publications

- "Dual Contradistinctive Generative Autoencoder". Gaurav Parmar, Dacheng Li, Kwonjoon Lee, Zhuowen Tu. (arxiv preprint)
- "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 Researcher, Prof. Zhuowen Tu - UCSD (20)

(January '19 - August

- 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 the accuracy/runtime tradeoff for 8-bit quantization of 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)

Instructional Assistant, COGS 181: Advanced Machine Learning Concepts

(Spring '19)

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

Undergraduate Researcher, Autonomous Wheelchair Project, Prof. Jack Silberman - UCSD Recipient of the Triton Research Scholarship (March '1)

(March '18 - June '19)

- 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 verify the Carrier Aggregation capabilities 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 in	nteractively co	ompare the dif	ferences and t	he failure case	s of the two n	nodels