

Ganesh Pimpale

(408)-614-1269 | ganeshmp@berkeley.edu | [ganeshpimpale.github.io](https://github.com/ganeshpimpale)

EDUCATION

University of California, Berkeley

Graduation: May 2024 (Anticipated)

- B.S. Major: Mechanical Engineering, Minor: Theater and Performative Studies
- Coursework: Linear Algebra, Discrete Math, Statistics, MatLab, SolidWorks, Solid Mechanics, Electronics

SKILLS

- **Programming Languages:** Python, Java, C++, C#, Javascript, MatLab, L^AT_EX
- **Operating Systems:** Windows 7/8/8.1/10, Windows Server 2016/2019, Linux (Ubuntu, Fedora, Arch)
- **Technologies:** OpenCV, PyBullet, SciPy, Keras, MySQL, MongoDB, Flutter, ROS
- **Programming Tools:** Git, PyCharm, IntelliJ, VsCode, Visual Studio 2019, Vim, Emacs
- **Design Tools:** SolidWorks(Program/API), Onshape(Program), FreeCAD(Program/API), OpenSCAD, Ultimaker Cura

EXPERIENCE

Interactive Perception and Robot Learning Lab, Stanford / NYU

Remote

Research Intern

August 2020 - Present

- **Robotic Automated Assembly:** creates a dataset of exploded 3D views to teach robots to assemble parts via imitation learning
 - Developed software for 3D-model analysis to automatically disassemble simple assemblies using Pybullet
 - Automated URDF generation through the SolidWorks API
 - Implemented current robotic grasping and dexterity algorithms

Innexgo LLC

San Jose, California

Hardware Engineering Lead, Co-Founder

August 2019 - Present

- Designed user hardware and internal electronics of RFID scanners
- Oversaw the manufacturing and installation process of early pilot programs; developed system for 3D-printing at scale

Stanford Compression Forum

Palo Alto, California

Research Intern and Student Mentor

May 2019 - September 2021

- **Facial Landmark Data Collection to Train Facial Emotion Detection Learning Models**
 - Designed an efficient method of data collection for emotion detection models
 - Created software to track facial landmark data using the BlazeFace CNN and a user interface to associate emotions to facial data
- **Vision-Based Robotic Object Manipulation;** Using a Human-Mimicking Hand Design with Pure Object Recognition Algorithms to Intelligently Grasp Complex Items
 - Researched robotic grasping algorithms using only vision data
 - Remodeled software to generate 3D models from vision data and implemented a primitive shape detection algorithm
- **Human-Based Image Compression;** Using a Deterministic Computer Algorithm to Reconstruct Pre-Segmented Images
 - Prototyped a segmentation based lossy image compression algorithm using Keras
 - Evaluated performance of algorithm against human compressors and other popular compression algorithms
- Mentored multiple small groups of high schoolers for a summer quarter
- Conducted seminars teaching the basics of CAD, Python, data analytics, and electronics

PROJECTS

Infill Pattern and Density Optimization for 3D-Printing

Python, C++, FreeCAD, Ultimaker Cura

Software Engineering and Materials

October 2019 - May 2020

- Designed software that optimizes the strength to mass ratio of 3D-printed objects
- *Received the Grand Prize Alternate and First Award in the 2020 Synopsys Championship Science Fair*

“Marine Autonomous Litter Collector” (MALC)

Python, OpenCV, Keras, SolidWorks

Software Engineering and Mechanical Engineering

September 2018 - May 2019

- Created a full scale low-cost autonomous water drone capable of searching for and picking up surface trash
- *Received the Regional Stockholm Junior Water Prize and the Grube Award for the most ingenious project*