ADITYA NAIR

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EDUCATION

Northwestern University, Evanston, Illinois

Sep 2023 - Dec 2024

Master of Science - Robotics

Birla Institute of Technology and Science, Pilani, India

Aug 2019 - May 2023

Bachelor of Engineering - Mechanical Engineering

PROFESSIONAL EXPERIENCE

HEBI Robotics, Pittsburgh

June 2024 - Sep 2024

Robotics Software Engineer Intern

- > Standardized the C++, Python, MATLAB, and ROS2 APIs for robot arms, sensor suites (visual and inertial) and IOS devices, using a unified config file format to reduce code and improve cross-language compatibility.
- ▷ Responsible for identifying and resolving critical bugs in C++, Python, MATLAB, ROS2, C, and Java APIs, which significantly improved system stability and functionality.
- > Developed robot arm demos showcasing features like sensor fusion and force control, with video tutorials.

RESEARCH EXPERIENCE

MARMot Lab, National University of Singapore

Aug 2022 - Aug 2023

Lead Researcher - Bachelor's Thesis | Advisor: Dr. Guillaume Sartoretti

- > Invented a novel optimal torque-control strategy in Python for hexapod robots, for payload transport.
- > Developed Python Libraries for 6-DoF body-pose control of legged robots, using PyBullet.

Robotics Research Center, IIIT Hyderabad

May 2022 - Aug 2022

Research Assistant

- ▶ Implemented a Model-Predictive Controller for non-prehensile pushing using a Turtlebot in PyBullet.
- > Designed and tested under-actuated perching mechanisms on drones for power line inspection using cameras.

Inspire Lab, BITS Pilani

Dec 2021 - May 2022

Undergraduate Researcher

- ▶ Led a team in developing a ROS pipeline in Python for autonomous navigation in robot swarms.
- > Implemented Iterative Closest Point (ICP) on LIDAR scans in Python for structural depth estimation.

FEATURED PROJECTS

Data-Driven Control of an Agile Bio-Mimetic Aerial Robot

Apr 2024 - Dec 2024

▷ Calibrated an OptiTrack motion capture system for intelligent control of a bird-like robot, using C++, Python.

Custom Sensor Simulation Platform for Multi-Agent Reinforcement Learning Apr 2024 - June 2024

▷ Built an end-to-end physically accurate sensor platform for training Multi-Agent Exploration models in C++.

Search-and-Rescue with an Autonomous Robot Dog

Jan 2024 - Mar 2024

▷ 3D visual SLAM with a Zed stereo camera and frontier exploration on Unitree Go1 in ROS2, C++, and Python.

Dexterous Manipulation with Shadow-Hands through Virtual Reality

Oct 2023 - Nov 2023

Developed a ROS2 pipeline in a team of 5 for teleoperation of a humanoid robot with visual and haptic sensing.

Extended Kalman-Filter SLAM pipeline in C++ from scratch

Jan 2024 - Mar 2024

▷ Programmed a complete ROS2 pipeline in C++ for SLAM using a real and simulated LIDAR, from scratch.

TECHNICAL SKILLS

Programming Computer Vision Hardware Simulation

C++, CMake, Python, Git, Linux Kernel, Unit Testing, Bash, Docker, Java, Lua, Jekyll Camera Calibration, Visual SLAM, Feature Extraction, Object Detection, Segmentation NVIDIA GPUs & Jetson, LIDAR, RealSense, Embedded C, UDP/TCP, RaspberryPi, Teensy Gazebo, MuJoCo, PyBullet, CoppeliaSim, Webots, Simulink, ANSYS, Fusion360, Blender