

# Maanasa Rajeshwer

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## RESEARCH INTERESTS

Embodied AI, Multimodal Perception, Robot Learning, Dexterous Manipulation, Human-Robot Interaction, Physical AI

## EDUCATION

<b>University of Pennsylvania, School of Engineering and Applied Science (SEAS)</b> , Philadelphia, PA	<i>Dec 2026</i>
Master of Science in Engineering, Robotics	GPA: 3.60/4.0
<i>Concentration:</i> Perception	
<b>University of North Carolina at Chapel Hill</b> , Chapel Hill, NC	<i>May 2022</i>
Double Major: Bachelor of Science in Computer Science	GPA: 3.50/4.0
Bachelor of Science in Statistics and Analytics with a minor in Health and Society	
<i>Dean's List 2018, 2019, 2022 (4/5 semesters), Honors Carolina Laureate</i>	
Affiliations: President Carolina Irish Dance Association (CIDA) • Fellow Rewriting the Code • Women in ML • Women Who Code	

## TECHNICAL SKILLS

**Robotics:** ROS, Gazebo, Isaac Sim, Franka Emika Panda (sim & hardware), Kinematics (FK/IK), Motion Planning, AprilTags  
**Vision & Perception:** OpenCV, NumPy, SciPy, Optical Flow(RAFT), Video Segmentation, Multi-Object Tracking, Camera Calibration  
**Machine Learning:** PyTorch, Robosuite, Robomimic, CNNs, VAEs, Multimodal & Imitation Learning, Sensor Fusion, Repr. Learning  
**Software & Systems:** Python, C++, Java, R, SQL, Git, Linux/Bash, LaTeX, Azure, Databricks, Jenkins, Spring Boot, REST, YAML/JSON  
**Visualization & Interfaces:** Typescript, React, Streamlit, Matplotlib, Taipy, Plotly, Seaborn

## SELECTED ROBOTICS AND PERCEPTION PROJECTS

<b>Spatially-Aware Re-Identification for Identity-Preserving Video Segmentation</b>	<i>Dec 2025</i>
<ul style="list-style-type: none"><li>Investigated identity fragmentation in foundation video segmentation models (SAM2/SAM3) under object transformations, occlusions, and multi-view camera changes.</li><li>Designed a training-free spatial re-identification pipeline combining SAM masklets, RAFT optical flow, and tracklet-based temporal reasoning to preserve object identity through physical transformations.</li><li>Conducted failure-mode analysis on challenging videos involving identical objects, object splitting, and viewpoint changes, demonstrating improved identity continuity over prompt-only baselines.</li></ul>	
<b>Reformulating Multi-Camera Tracking via BEV for Identical Objects</b>	<i>Dec 2025</i>
<ul style="list-style-type: none"><li>Reformulated multi-camera multi-object tracking for identical forklifts by introducing a BEV-based early-fusion detection architecture, eliminating reliance on appearance-based re-identification.</li><li>Built a synthetic multi-camera warehouse dataset in Isaac Sim with full nuScenes-format conversion for controlled eval.</li><li>Designed a BEV detection network with multi-view feature projection, learned attention-based camera fusion, and transformer decoding, achieving 98% AP and improved cross-camera spatial consistency over 2D baselines.</li></ul>	
<b>VAE-Augmented Imitation Learning with LLM-Based Goal Generation</b>	<i>May 2025</i>
<ul style="list-style-type: none"><li>Built an imitation learning pipeline for simulated pick/place using behavioral cloning, VAEs, and LLM-based spatial goals</li><li>Learned compact latent trajectory representations from proprioceptive and object-centric state, integrating natural language goal parsing to generate constraint-compliant 3D placement targets to reduce reliance on visual inputs</li></ul>	
<b>Vision-Based Manipulation with Franka Panda</b>	<i>Dec 2024</i>
<ul style="list-style-type: none"><li>Developed a perception-to-control manipulation system for static and dynamic block stacking using inverse kinematics.</li><li>Implemented AprilTag-based estimation and real-time motion prediction for grasping blocks on a rotating platform.</li><li>Addressed sim-to-real discrepancies through camera calibration, frame alignment, and end-effector offset correction.</li></ul>	
<b>Policy Learning for Continuous Robot Control</b>	<i>May 2025</i>
<ul style="list-style-type: none"><li>Implemented PPO in PyTorch for continuous control of a bipedal walker in MuJoCo; trained stochastic policies for 1M+ timesteps and analyzed learning stability, failure modes, and recovery behavior in closed-loop control</li></ul>	

## IN-PROGRESS ROBOTICS PROJECTS

<b>Garment Keypoint Detection and Folding Pipeline for Deformable Garments</b>	<i>In Progress</i>
• Developing a vision-based pipeline for cloth segmentation, keypoint detection, and fold-line reasoning	
<b>Mini SLAM Project</b>	<i>In Progress</i>
• Evaluating SLAM systems on public datasets with focus on trajectory estimation and mapping consistency	

## WORK HISTORY

### Gap Inc, Remote

<i>Data Engineer- Customer Data Engineering Team</i>	<i>Feb 2024 – June 2025</i>
• Led large-scale customer data unification pipelines across Amperity and C-360, supporting downstream analytics and ML use cases across marketing, personalization, experimentation, and internal decision systems.	
• Designed and implemented PII masking and encryption workflows to improve data security, regulatory compliance, and cloud cost efficiency while managing sensitive customer data across 300+ customer data tables in production.	
• Produced system architecture diagrams and pipeline documentation, standardizing coding practices and improving long-term maintainability, onboarding efficiency, and cross-team knowledge transfer.	

<i>Data Engineer- Supply Chain Data Engineering Team</i>	<i>Aug 2023 – Feb 2024</i>
• Built and maintained Python-based data transformation and validation pipelines; documented schemas, metadata, and data relationships for analytics and forecasting consumers across supply chain systems.	
• Automated CI/CD workflows using Jenkins shared libraries and Databricks notebooks, while developing Streamlit and Taipy proof-of-concept dashboards to improve deployment reliability and dataset accessibility for internal stakeholders.	

<i>Back End Engineer- Allocation Team</i>	<i>Feb 2023 – Aug 2023</i>
• Migrated legacy HBase pipelines to Azure SQL by refactoring Hadoop workflows into Python, supporting real-time inventory and in-season customer choice systems while reducing operational cost by \$18k annually.	
• Improved backend reliability by increasing test coverage and integrating robust error handling in Spring Boot services supporting live allocation, demand planning, and decision-critical workflows.	

<i>Front End Engineer- Shopping Bag UI Team</i>	<i>Aug 2022 – Feb 2023</i>
• Implemented production-scale frontend features using React and TypeScript, collaborating closely with design and backend teams within a large, distributed, multi-brand e-commerce platform.	

### Scope IT Consulting, Remote

<i>Appian Business Process Management Consultant</i>	<i>Dec 2020 – Sep 2021</i>
• Engineered Appian BPM workflows for state-level systems (Georgia Dept. of Driver Services, Kansas Dept. of Transportation), orchestrating regular client demos for feedback integration.	
• Designed ERDs and SQL-based data models to support structured data management, querying, and reporting.	

<b>Renaissance Computing Institute at UNC (RENCI)</b> , Chapel Hill, NC	
<i>Research Assistant</i>	<i>Jan 2020 – May 2020</i>
• Overcame challenges in the application of different, freely available biomedical data sets using R to drive innovations in clinical care and drug discovery, collaborating with a team to perform statistical, qualitative, and quantitative analyses.	
• Supported development of a semi-automated annotation and crowdsourcing platform for training data generation.	

## COMMUNITY AND TEACHING EXPERIENCE

<b>FIFE Academy</b> , <i>Robotics Instructor &amp; LEGO Robotics Aide (Grades 2-8)</i>	<i>Oct 2025 – Current</i>
• Design and lead hands-on robotics programming using Scratch/Python, teaching core concepts in sensing, motion, and problem-solving through LEGO platforms while developing adaptable curricula to support diverse learning levels	

## RELEVANT COURSEWORK

Advanced Machine Perception • Deep Learning • Learning in Robotics • Autonomous Racing (F1TENTH) • Advanced Robotics • Optimization • MEMS and NEMS • Computational Photography • Algorithms & Analysis • Stochastic Modeling • Program Synth