NIKHIL GANGARAM

Roboticist \sim Computer Scientist \sim Researcher

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SUMMARY

Hey there, I'm Nikhil! I'm currently deep into researching decentralized learning and complexity theory. Beyond that, I'm exploring how generative AI can be applied in robotics education. In my downtime, you'll catch me binging math youtube videos, diving into esoteric topics like Quantum Information, or trying to learn Japanese!

SKILLS

Adobe:

Languages:

C++, C, Python, Java, MATLAB, Wolfram

Mathematica, Markdown, RST.

Software: ROS, Gazebo, Drake, Solidworks,

Onshape, Git, Github, Agile, Trello.

Animate, After Effects, Photoshop,

Illustrator, Premiere Pro.

EDUCATION 8/22 - 5/25

Worcester Polytechnic Institute (GPA: 4.0 / 4.0)

(BS) Robotics Engineering & Computer Science Minor

Relevant Coursework: Robotic SLAM, Robotic Manipulation, Algorithms, Quantum Information. Activities / Societies: Tau Beta Pi, Upsilon Pi Epsilon, WPI High Powered Rocketry Club (HPRC)

8/18 - 5/22

Bellarmine College Preparatory

High School Diploma

Led both the Team 254 (Cheesy Poofs) FRC and VEX teams to a dual World Championship win in 2022

EXPERIENCE 10/24 – 12/24

Perception Intern

Untill

Working to develop a 3D-printed, CoreXY vision rig to ascertain visual data; this will act as a node in an Online Generative Adversarial Network to estimate the yield and nutrient deficiencies of plants.

10/24 - 12/24

Visiting Researcher

Kyoto University of Advanced Science (KUAS)

Worked with Prof. Ryosuke Matsumoto to develop Equivariant Graph Neural Network based interatomic potentials which predict the effects of hydrogen vacancies to mitigate embrittlement in magnesium alloys.

6/24 - 10/24

Research Intern

MIT Lincoln Laboratory

Worked with Luis Alvarez to deploy multi-aircraft systems which utilize the Soft Actor-Critic architecture to protect civilians in the case of failure and provide aid during natural disasters. Work was accepted into the AIAA AVIATION Forum as an extension of previous work: "Part II Risk Reduction to Populated Areas"

9/23 - Present

Swarm Robotics Researcher

Novel Swarm Technologies (NEST) Lab

Working with Prof. Carlo Pinciroli to research novel methods for decentralized machine learning in multiagent robotic systems, specifically using Graph Pointer Networks, in the sub-field of task allocation.

10/23 - 8/24

Theoretical Computer Science Researcher

Worcester Polytechnic Institute

Worked with Prof. Daniel Reichman on fine-tuning LLMs with NP-hardness reductions to enhance reasoning capabilities. Our work, The Karp Dataset, was published in the NeurIPS 2024 Workshop MATH-AI.

8/23 - Present

R&D Software Lead

WPI HPRC

Led the development of an Extended Kalman Filter and a Model Predictive Controller for onboard, real-time control of a model rocket. Currently building a simulator in Unreal Engine to extend with an LSTM.

PROJECTS

Python Markdown RST **Experiental Robotics Project (XRP)**

Currently developing a Retrieval Augmented Generation (RAG) agent to provide 24/7 educational support. Also, developing robotics curriculum to teach middle school students how to integrate OOP and Robotics.

Python MATLAB ROS / Drake **HURON**

Started the implementation of a Nonlinear Model Predictive Control (NPMC) algorithm in python and MAT-LAB to realize dynamically stable locomotion. The bipedal robot was simulated using ROS and Drake.

Python ROS **SLAM Maze-Exploring Robot**

Developed a Simultaneous Localization and Mapping (SLAM) stack with A* search, particle filter localization, and pure pursuit navigation; first simulated in ROS/Gazebo and then deployed on a TurtleBot3.

Lua C++ / C Solidworks Project Capricornus - 2022 WPI High Powered Rocketry Club (HPRC)

Implemented scripts for an autonomous drone using Lua and ArduPilot. Developed sensor libraries for weather-station cubes in embedded C.

Designed and fabricated an arm-folding mechanism for a cube-sat form factor drone in Solidworks.

MATLAB

Vision-Based Color Sorting Robot Arm

Calculated inverse, forward, and velocity kinematics for a pick-and-place, 4-DOF robot arm. Implemented vision-based object detection, real-time trajectory planning, and a simulator for the arm in MATLAB.