SPARSH GARG

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EDUCATION

Carnegie Mellon University — Pittsburgh, PA
Master of Science in Mechanical Engineering – Research | GPA: 4.0/4.0 — May 2025
Courses: Visual Learning & Recognition, Learning for 3D Vision, Computer Vision, Deep Learning
TA: Introduction to Feedback Control Systems, Feedback Control Systems
Research: Kantor Lab – Using advanced perception methods to automate the process of grapevine pruning

Punjab Engineering College — Chandigarh, India
Bachelor of Technology in Mechanical Engineering | GPA: 9.47/10.00 — Jun 2021

PUBLICATIONS

SplatSim: Zero-Shot Sim2Real Transfer of RGB Manipulation Policies Using Gaussian Splatting *[Submitted ICRA 2025]*
Developed a photorealistic synthetic data generation framework utilizing Gaussian Splatting to bridge the Sim2Real gap for vision-based policy training. Achieved an overall success rate of 86.25% in zero-shot policy deployment across four tasks.

ACADEMIC AND RESEARCH PROJECTS

SplatSim: Path Toward Zero-Shot Sim2Real Transfer — Mar 2024 - Present
Graduate Student Researcher at Kantor Lab, Robotics Institute, CMU — Pittsburgh, PA
- Using Gaussian Splatting to enable the zero-shot real-world transfer of RGB policies directly from sim learning
- Manipulate a static robot in the splat space by moving individual 3D gaussians to learn diffusion policy completely in the splat-sim space

Deep Learning Assisted 3D Reconstruction for Agricultural Robotics — Oct 2023 - Mar 2024
Graduate Student Researcher at Kantor Lab, Robotics Institute, CMU — Pittsburgh, PA
- Modified the RAFT-Stereo architecture for better performance on thin structure like grapevines to generate 3D point clouds from RGB images
- Deployed NeRF novel view synthesis to generate large amounts of stereo training data and used it to train the modified RAFT network
- Developed a custom real-time data pipeline that rectified images from multiple viewpoints for DL models for online deployment

Transradial Myoelectric Prosthetic Arm — Sept 2020 - May 2021
UG Senior Year Major Project — Chandigarh, India
- Led a team of 7 to design and fabricate an EMG-controlled transradial prosthetic arm
- Implemented a whippletree mechanism for underactuation in fingers, reducing the number of actuators and making the arm lighter
- Controlled servo motors using Arduino Uno and EMG sensor that monitored muscle fibers' electrical activity during contraction

PROFESSIONAL EXPERIENCE

Bosch Research — Sunnyvale, CA
Research Intern: AI & 3D Perception — May 2024 - Present
- Developed foundation model for metric monocular depth estimation for any camera model including wide-FOV cameras
- Conducted large-scale deep learning model training experiments to evaluate the pipeline and compare it against the baselines
- Currently improving cross attention mechanism to simulate scale invariance in the architecture

CynLr (Cybernetics Laboratory) — Bengaluru, India
Design and Development Engineer — Jun 2022 - Mar 2023
- Developed stereo vision infrastructure for serial manipulators, enabling manipulation of random objects through visual inputs
- Devised a robot calibration system and an algorithm to find object coordinates from the robot base using vision input; validated experimentally
- Ascertained voltage and autofocus depth relationship for varioptic lens; data served as the basis for depth information improvement

Sparsh3Dp — Bengaluru, India
Founder — May 2020 - Mar 2023
- Launched a venture for additive manufacturing as an online marketplace offering customized products
- Managed designing, branding, marketing, shipping, and customer feedback for the marketplace

ExxonMobil Services & Technology Pvt Ltd — Bengaluru, India
Cost Engineer — Jul 2021 - May 2022
- Managed techno-commercial aspects of mechanical, piping, and electrical and instrumentation design for Beaumont Refinery projects
- Generated cost estimates for refinery projects by analyzing diagrams and CAD models, reducing CAPEX by 16% from the expected value
- Optimized project schedule, capturing value worth 364 kUSD in the 5 MUSD flare pilots installation project at Beaumont Polyethylene plant

SKILLS

Programming: Python, PyTorch, OpenCV, Open3D, Point Cloud Registration, Stereo 3D Reconstruction, NeRFs, Gaussian Splatting, MATLAB, C/C++, Bash, NI Labview, ROS, Mutex, Git, Linux CLI, Deep Learning (Diffusion Models, Transformer, Attention), Model Predictive Control, Data Structures and Algorithms, Camera Calibration
Software and Tools: AzureML, NerfStudio, Colmap, Webots, DS Solidworks, Autodesk Inventor, Fusion 360, Catia V5, TinkerCAD, AutoCAD, ANSYS, Arduino Uno, MS Office, GD&T, RoboDK, Linear Algebra

LEADERSHIP AND EXTRA CURRICULAR

Teaching Volunteer, **Junior Einstein – Non-Governmental Organization** — Jan 2018 - Nov 2019
- Taught high-school science, mathematics, and English to underprivileged students; Recorded audiobooks for the blind

Marketing Head, **Les Amis - Non-Profit Organization** — Jan 2019 - Apr 2019
- Spearheaded a team of 20 people to attract sponsors to fund a tri-city level event - Cinema Under the Stars aka C.U.T.S