

SPARSH GARG

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EDUCATION

Carnegie Mellon University

MS Mechanical Engineering – **Robotics & CV Research** | GPA: 4.0/4.0 | **ATK-Nick G. Vlahakis Graduate Fellow**

Pittsburgh, PA

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 – Developing advanced perception methods for robot manipulation in the real world

Punjab Engineering College

Bachelor of Technology in Mechanical Engineering | GPA: 9.47/10.00

Chandigarh, India

Jun 2021

PUBLICATIONS

SplatSim: Zero-Shot Sim2Real Transfer of RGB Manipulation Policies Using Gaussian Splatting [*ICRA 2025*] [*Spotlight Presentation at CoRL Workshop*]

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.

Depth Any Camera: Zero-Shot Metric Depth Estimation from Any Camera [*Under Review*]

Proposed a novel framework for zero-shot metric depth estimation across diverse camera types, including fisheye and 360-degree images, achieving state-of-the-art performance. Demonstrated superior generalization and reduced dependency on real-world depth annotations.

ACADEMIC AND RESEARCH PROJECTS

Spatio-Temporal Modeling for Fluid Rheology

Sept 2024 - Present

Graduate Student Researcher at Kantor Lab, Robotics Institute, CMU

Pittsburgh, PA

- Developed a robust pipeline for liquid meniscus detection by fine-tuning SAM2.1, leveraging its segmentation capabilities
- Annotated masks for frames by integrating human-in-the-loop prompting for SAM, enhancing segmentation accuracy for transparent liquids
- Developed a deep learning framework for viscosity classification and regression based on video sequences of rotating fluids

SplatSim: Path Toward Zero-Shot Sim2Real Transfer

Mar 2024 - Sept 2024

Graduate Student Researcher at Kantor Lab, Robotics Institute, CMU

- Leveraged 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 whiplike 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 - Nov 2024

- Spearheaded the development of depth estimation frameworks optimized for large field-of-view (FoV) cameras
- Achieved state-of-the-art performance on multiple fisheye and 360-degree datasets, demonstrating superior zero-shot generalization

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

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; Generated revenue of 10kUSD

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

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