SUDHANSH PEDDABOMMA

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EDUCATION

University of California San Diego

Sep 2023 - Mar 2025

Master of Science in Computer Science and Engineering, Specialization in Artificial Intelligence

GPA 4.00/4.00

• Key Courses - ML Systems, Computer Vision, Robotics, Recommender Systems, Statistical Natural Language Processing

Indian Institute of Technology Bombay

Jul 2019 - Jul 2023

Bachelor of Technology with **Honors** in Computer Science and Engineering, Minor in **Entrepreneurship**

CPI 9.66/10

• Key Courses - Advanced Image Processing, Reinforcement Learning, Machine Learning, Linear Algebra, Probabilistic Theory

EXPERIENCE

Computer Vision Intern | Duality AI

Jun 2024 - Sep 2024

- Built pipelines to generate high-fidelity Gaussian Splatting synthetic environments to validate vision models in real-world
- Designed automated 3D reconstruction techniques for featureless objects, reducing digital-twin generation time by 40%
- Collaborated with Autodesk to validate Unreal Engine simulations for robotics tasks; leveraging structured domain randomization to reduce Sim2Real gap and increase mAP-50 by 15% for object detection and segmentation

Data and Applied Scientist Intern | Microsoft India

May 2022 - Jul 2022

- Developed a decision-tree ranker to recommend emails without user queries, improving Outlook search capabilities
- Integrated data pipelines across team infrastructures, combining user-specific features from large-scale context logs
- Proposed hierarchical feature-sets for the ranker, reducing latency for recommendations and improving recall

KEY PROJECTS

Mirror Al: Deployable Personas | Honorable mention in Supabase YC Hackathon

Oct 2024 - Dec 2024

- Designed an agentic LLM architecture with LangGraph to mirror user personalities, creating interactive digital personas
- Built a full-stack platform using Supabase and Vercel for secure hosting, user authentication, and data management

Improving LLM Reasoning for Numerical Problems | [REPORT]

Sep 2024 - Dec 2024

- Enhanced MathPrompter (ACL 2023) with CoT, achieving 10% higher accuracy on Llama 3.1 1B where prior methods failed
- Reduced hallucination rates significantly by integrating multi-step validation, ensuring robust and consistent outputs

Inverse Rendering with 2D Gaussian Splatting | [REPORT]

Mar 2024 - May 2024

- Developed a novel inverse rendering framework in CUDA to recover PBR properties of a scene using 2D Gaussian Splatting
- Improved normal map MAE by 15% over the current SOTA methods, achieving superior novel-view synthesis and relighting

3D Tomography with Primal-Dual Neural Networks

May 2021 - Jul 2023

UCL Research Internship, Supervisor: Prof. Marta Betcke

University College London

- Developed a stochastic neural-network architecture of primal-dual algorithm for online reconstruction of 3D volumes from tomographic projections, achieving 99.6 % structural similarity in challenging low-dosage conditions
- Built a Python library with custom gradient operators for reconstructing volumes in a single pass, reducing compute requirements by up to 5x over SOTA learning-based approaches for cone vector tomography

OTHER PROJECTS

- Image Colorization GAN. Deployed a web-app to color grayscale images using pix2pix U-Net architecture GAN
- Perception for Home Robot. Investigated visual SLAM methods with NERFs and Gaussian Splatting for robot navigation
- Sudoku Solver. Created an Augmented Reality app to solve Sudoku from live feed, with robust real-time performance

PUBLICATIONS

- 1. J. Hu, J. Szczekulski, **S. Peddabomma**, H. Christensen, **Scalable Planning for optimal Tabletop Object Rearrangement**Published at International Conference on Robotics and Automation (ICRA) 2025
- 2. S. Banerjee, **S. Peddabomma**, R. Srivastava, J. Saunderson, A. Rajwade, **Identification and Correction of Permutation Errors in Compressed Sensing Based Group Testing**Published at IEEE Acoustics, Speech, and Signal Processing 2025
- 3. **S. Peddabomma**, S. Banerjee, R. Srivastava, A. Rajwade, **A likelihood based method for compressive signal recovery under Gaussian and saturation noise** in Elsevier Signal Processing 2024

 DOI: 10.1016/j.sigpro.2023.109349

SKILLS

Programming

C++, C, Python, MATLAB, Bash, SQL, HTML, Javascript

Tools & Software

PyTorch, ROS, TensorFlow, scikit-learn, OpenCV, Angular, Matplotlib, Arduino

Expertise in 3D Reconstruction - Gaussian Splatting, Generative AI, Statistical Image Processing, Camera Models