

ASPIRING ROBOTICS AND PERCEPTION ENGINEER

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Education

University of Illinois at Urbana-Champaign

MECHANICAL ENGINEERING AND COMPUTER SCIENCE, BACHELOR'S

August 2018 - May 2022

Robotics, Autonomous Systems, Deep Learning, Computer Architecture, Data Structures and Algorithms, Linear Algebra, Circuits/Electronics, Dynamics, Solid Mechanics, Statics, Computer Aided Design, Differential Equations, Fluid Dynamics, Thermodynamics, Discrete Structures

Experience

Center for Autonomy | Human Centered Autonomy Lab

Urbana, Illinois

August 2020 - Present

Undergraduate Perception Researcher

- Building deep learning and Velodyne LiDAR based 3D object detection model using OpenCV and Pytorch for electric and autonomous car
- · Researching sensor fusion models and algorithms for 3D object detection and semantic segmantation for camera and LiDAR based systems
- Deploying perception model and streaming **point cloud** and camera data from different hardware components and sensors across the Polaris GEM car using **ROS** and testing SLAM algorithms with **Gazebo** for simulation

3M | Advanced Systems Lab

Maplewood, Minnesota

R&D COMPUTER VISION INTERN

May 2020 - August 2020

- Real-time image processing on live video of highly reflective and complex surfaces of vehicles to support robotic vision and perception
- · Custom trained and implemented YOLO based R-CNN model with a DarkNet backbone for real-time object detection and localization platform
- Leveraged **OpenCV** to extract specific features and perform computations used to provide quantifiable metrics from images and improved accuracy of calculations using a multiple polynomial regression machine learning model trained and built using SciKit-Learn
- Deployed 2D object detection model and image processing code on multi-axis robotic arm for localization of low visibility bodies
- Built image classifier using a custom built CNN in Tensorflow and Keras and deployed on NVIDIA Jetson-Nano for IoT solution

Hack4Impact Urbana, Illinois

SOFTWARE DEVELOPER

September 2019 - Present

- Full stack development in tech for social good 501(c)(3) shipping robust software solutions to other nonprofits across the world
- Worked in a wide variety of areas such as auth infrastructure, backend REST API development in Node.js and Flask, integration of external APIs, frontend development in React.js and Next.js, and SQL and MongoDB database design
- Built and shipped interactive project sharing platform and built frontend for proof of concept ride sharing web application for UIUC students

Caesar Research Group Urbana, Illinois

Undergraduate Researcher

March 2020 - August 2020

- · Working on frontend infrastructure team for large scale IoT Virtual Circuit Emulator tool available for all UIUC engineering courses
- Modeling virtual user-constructed hardware components as Immutable. is objects and writing unit tests for translation to JSON
- · Developing multiple displays with React (Typescript) and Konva.js for web frontend to visualize circuits and dynamically edit circuit properties

RAAD Systems San Jose, California

MECHANICAL DESIGN ENGINEERING INTERN

June 2019 - August 2019

- Designed and modeled 6-axis robot and mounting interface for mobile robot using Autodesk Inventor
- Performed inertial and torque analysis for motor selection and functionality testing for kinematics analysis using MATLAB
- · Gained knowledge in good industry practices to robustify load bearing mechanical systems and proper design procedures for tolerancing

Projects

Vision-based PPE Validation

HTTPS://GITHUB.COM/ABEHARA2/GOTMASK

C++ and Python implementations of **real time object detection** of face-masked and gloved medical personnel using image segmentation and HAAR classifiers with **OpenCV**. Built, trained, and optimized CNN to 96.3% accuracy using **Tensorflow and Keras** for glove identification. Deployed on **Raspberry Pi 4** with external camera and i2c LCD display.

Autonomous Early-Collision Detection System

HTTPS://GITHUB.COM/ABEHARA2/RIDESAFE

Implemented Single Shot Detector in **Python and OpenCV** for detection and localization of **pedestrians, vehicles, and road signs**. Built **depth perception system** to accurately compute distance to a detected object and see if an object is within a set distance to the camera.

Fatemaker

HTTPS://GITHUB.COM/HACK4IMPACT-UIUC/KIDS-SAVE-OCEAN

Sustainability project accelerator aimed at motivating children to make a change in their communities and empower other children across the world. Full stack **web application** developed using **Next.js**, **MongoDB Node.js**, **and Express.js**. Worked vertically in tech stack on a team with other software developers and product designers to build the best possible product.

Extra Curriculars and Awards

Co-founder and VP of Neurotech @ UIUC: Machine learning and technical consulting for Fortune 500 companies
1st Place @ Autodesk BioEngineering Designathon: Designed knee injury simulator for medical students
Honorable Mention @ Health Make-a-Thon: Designed wearable for chronic illness detection for elderly patients in rural areas
Illinois Club Tennis Team: Opporunity to play a sport I love at a high level!

AUGUST 30, 2020 ASHANK BEHARA RÉSUMÉ