

Arpit Kapoor

M: +91 9884202383
kapoor.arpit97@gmail.com
www.arpit-kapoor.com

EDUCATION

**SRM Institute of Science and Technology, Chennai — B.Tech
Computer Science and Engineering**

JUL 2015 - MAY 2019

CGPA: 9.01

Delhi Public School, Agra, Uttar Pradesh — CBSE Sr. Secondary

APRIL 2013 - MARCH 2015

Stream: **Science** | Percentage: **94.6%**

EXPERIENCE

3Qi Labs, Hyderabad— Jr. Data Scientist

NOV 2019 - Present

Key Responsibilities:

- Develop Machine Learning driven Data Quality applications
- Build models for time series anomaly detection.
- Develop Big data analysis pipelines in PySpark and Hadoop.

Bomotix, Hyderabad— Machine Learning Developer

JAN 2019 - NOV 2019

Project: **Player Tracking and Pose Estimation in Sports Videos**

Key Responsibilities:

- Research and development of Deep Learning driven Computer Vision models for including object detection, object tracking and human pose estimation.
- Deployment of Deep Learning model to production pipelines

**The University of Sydney, NSW Australia— Research Intern
(Machine Learning)**

JUN 2018 - AUG 2018

Area of Research: **Bayesian Neural Networks using MCMC**

Supervisor: Prof Sally Cripps and Dr Rohitash Chandra

Key Responsibilities:

- Research into Bayesian Methods for deep neural networks and geoscientific landscape evolution models using Markov Chain Monte Carlo methods.
- Participated in three research project; all published in leading journals

PUBLICATIONS

"Bayesian neuroevolution using distributed swarm optimisation and tempered MCMC", submitted to *Neurocomputing* (Nov 2020)

"Surrogate-assisted Bayesian inversion for landscape and basin evolution models." *Geoscientific Model Development* 13, no. 7 (2020): 2959-2979.

"Surrogate-assisted parallel tempering for Bayesian neural learning." *Engineering Applications of Artificial Intelligence* 94 (2020): 103700.

"Bayesian neural multi-source transfer learning." *Neurocomputing* 378 (2020): 54-64.

"Teleoperation of a humanoid robot with motion imitation and legged locomotion." In *2018 3rd International Conference on Advanced Robotics and Mechatronics (ICARM)*, pp. 375-379. IEEE, 2018.

"Dynamic lateral balance of humanoid robots on unstable surfaces." In *2017 International Conference on Electrical, Electronics, Communication, Computer, and Optimization Techniques (ICEECCOT)*, pp. 1-6. IEEE, 2017.

"Reinforcement Learning Methods and Approaches for Humanoid Robotics", *4th International Conference on Artificial Intelligence and Evolutionary Computations in Engineering Systems. (Conference Presentation)*

CO-ACADEMIC ACTIVITIES

SRM Team Humanoid, SRM Institute of Science and Technology — *Team Leader*

SEP 2015 - PRESENT

- Led the University Humanoid Robotics Team of 20 active members
- Developed algorithms and software packages for control of humanoid robotic systems.
- Represented the University and won several accolades in various international humanoid robotics competitions.

PROJECTS

Person Detection and Tracking

Developed an end-to-end pipeline for detecting players in sports videos and tracking them throughout the videos. Trained Yolo V3 for person detection while a Siamese Re-Id Network and DeepSORT were used for tracking.

Deep RL Humanoid Maze solver

Hierarchical Reinforcement learning inspired approach used to teach a higher-order complex task to a humanoid, such as solving a maze.

Bayesian neuroevolution via parallel MCMC

Synergy for neuroevolution with parallelly tempered MCMC methods for uncertainty quantification in gradient-less optimization approaches.

Bayesian neural Transfer Learning

Transfer Learning for Bayesian neural networks using Markov Chain Monte Carlo (MCMC) sampling scheme published in Neuroevolution.

Humanoid Teleoperation

A humanoid robot whose movements are controlled by a human from some distance by extracting the pose information in 3D Space through an RGBD camera

Gesture Controlled Robotic Manipulator

A robot arm with 6 degrees of freedoms that can be controlled with gestures!

Dynamic Lateral Balance of humanoid

The method generates a stable pose at any given point using the feedback from an Inertial Measurement Unit (IMU) in real-time which enables the robot to balance on dynamic surfaces.

Tic-Tac-Toe Playing Humanoid Robot

A humanoid robot capable of playing tic-tac-toe against and human opponent, powered by the minimax algorithm.

ACHIEVEMENTS

Completed 3 months fully compensated Research Internship at USyd

Secured a **Gold, 2 silver and a bronze** medal in **RoboGames'17**, the **USA** in humanoid league

Secured **3rd position** in IEEE/RSJ IROS 2017 Humanoid Application Challenge, held in Vancouver, Canada.

Recipient of **WATConsult Innovation Award** in BITS ATMOS'16 for Humanoid Teleoperation project.

Selected for **Engineering the Eye 5 Hackathon**(June 2016), organised by LVPEI, Hyd

3 Publications in International Journals including IEEE and Elsevier

SKILLS

Programming languages

Python, C++, and R

Data Technologies

Hadoop, PySpark, ElasticSearch

Machine Learning

TensorFlow, PyTorch, Apache MxNet, Scikit-learn

Computer Vision

OpenCV