

Arth Shukla

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Education

B.S. Mathematics – Computer Science

2021 – 2024

University of California, San Diego

GPA: 4.0

Publications / Preprints

ManiSkill-HAB: A Benchmark for Low-Level Manipulation in Home Rearrangement Tasks.

International Conference on Machine Learning (ICLR) 2025.

Arth Shukla, Stone Tao, Hao Su.

[arXiv](#) | [project page](#)

ManiSkill3: GPU Parallelized Robotics Simulation and Rendering for Generalizable Embodied AI.

Preprint, arXiv 2024.

Stone Tao, Fanbo Xiang, **Arth Shukla**, Yuzhe Qin, Xander Hinrichsen, Xiaodi Yuan, Chen Bao, Xinsong Lin, Yulin Liu, Tse-kai Chan, Yuan Gao, Xuanlin Li, Tongzhou Mu, Nan Xiao, Arnav Gurha, Zhiao Huang, Roberto Calandra, Rui Chen, Shan Luo, Hao Su.

[arXiv](#) | [project page](#)

Reverse Forward Curriculum Learning for Extreme Sample and Demo Efficiency.

International Conference on Machine Learning (ICLR) 2024.

Stone Tao, **Arth Shukla**, Tse-kai Chan, Hao Su.

[arXiv](#) | [project page](#)

Experience

Hillbot, Research Scientist Intern, Advisor: Hao Su

2024 – present

- Robot learning, manipulation, vision, simulation

UC San Diego: Hao Su Lab, Research Assistant, Advisor: Hao Su

2023 – present

- Scaling RL training and data collection with GPU-accelerated simulation environments
- Humanoid loco-manipulation and real-world transfer
- Mobile manipulation, simulation, benchmarks

Nefeli Networks (now under Cloudfare), Software Engineering Intern

2023

- Integrate Infracost API in backend for Terraform cloud object cost and diff calculation
- Code used in production (23.09 release)

Bittner Development Group, Software Engineering Intern

2019 – 2023

- Web development, devops, and QA for internal component library and enterprise web applications with React
- Manage and train two interns to complete projects using React and SCSS, GitLab, Git, and WSL

Selected Projects

ManiSkill-HAB

2024 – present

GPU-accelerated implementation of the HAB which supports realistic low-level control, extensive RL and IL baselines, and a rule-based trajectory filtering system which enables efficient, controlled data generation at scale.

arth-shukla/mshab

Leadership

Element.AI Competition, Lead Developer 2024

Lead dev team to create competition environment, Python and Java SDKs, and use Squid proxy, IPTables and bash scripts to create instructor tools to manage the competition accounts and data access. Write proposals and attend meetings to obtain \$10,000 in sponsorships, attracting 200 participants.

ACM AI at UCSD, President 2023 – 2024

Build AI competitions (100-200 submissions on average), run events (technical workshops, seminars, socials), and lead AI Board. Previously Director of Operations 2022-23, Event Lead 2021-22, ACM Projects Participant 2021.

Student Mentees

Iha Gadiya (B.S. UC San Diego) 2024 – present

Service

Peer Review

AI/ML: ICLR 2025

Awards

Summa Cum Laude 2024

UCSD Undergraduate Provost Honors List 2021 – 2024

Other Projects

Densefusion for 6D Pose Estimation Challenge 2024

Win **1st place** in 6D Pose Estimation competition in graduate-level course *Deep Learning for 3D Data* by implementing DenseFusion with altered loss + ICP Refinement.

[arth-shukla/densefusion](https://arth-shukla.github.io/densefusion)

PPO Mario 2024

Create PPO Agent to consistently beat Mario level 1-1 and 1-4 in under 1600-2000 episodes of training.

[arth-shukla/ppo-mario](https://arth-shukla.github.io/ppo-mario)

Pointnet Part Segmentation 2024

Implement *PointNet: Deep learning on point sets for 3d classification and segmentation* (Qi et al. 2017) for part segmentation on chair point clouds.

[arth-shukla/pointnet-part-segmentation](https://arth-shukla.github.io/pointnet-part-segmentation)

DDQN Mario 2024

Implement DDQN from *Human-level control through deep reinforcement learning* (Deep Mind 2015) in Gymnasium to beat Mario level 1-1 in 13000 episodes of training.

[arth-shukla/ddqn-mario](https://arth-shukla.github.io/ddqn-mario)

SQuAD 2.0 Question-Answer Finetuning 2024

Use HuggingFace Transformers library to fine-tune DistilBERT model trained on Stanford Question-Answer 2.0 (SQuAD 2.0) to answer a question given some context (article, paragraph, etc).

[arth-shukla/squad2.0-bert-question-answer](https://arth-shukla.github.io/squad2.0-bert-question-answer)

PPO Cartpole 2024

Train PPO Agent to consistently beat CartPole in under 140 episodes.

[arth-shukla/ppo-gym-cartpole](https://arth-shukla.github.io/ppo-gym-cartpole)

Sentiment140 DistilBERT Transfer Learning

2024

Fine-tune DistilBERT to classify and approximate sentiment for Stanford Sentiment140 1.4-million Tweet Dataset.

[arth-shukla/sentiment140-bert-transfer-learning](https://github.com/arth-shukla/sentiment140-bert-transfer-learning)

IMDB Sentiment Classification with Word Embeddings

2024

Use TensorFlow Keras to build LSTM and CNN and use Gensim to refit GLoVE word embeddings for IMDB Review Sentiment Classification.

[arth-shukla/gensim-embedding-training-imdb](https://github.com/arth-shukla/gensim-embedding-training-imdb)

Skills

Programming Languages: Python, C++, Go, TypeScript/JavaScript, Java, Bash, C, Ruby

AI: Embodied AI, Reinforcement Learning, Imitation Learning, 2D/3D Computer Vision, Deep Learning

Frameworks: Pytorch, Tensorflow/Keras, Pandas, Scikit, React, Angular, Node

Tools: Docker, Kubernetes, GCP, Jupyter, Git