# Ayush Goel

#### EDUCATION

### University of Pennsylvania

Philadelphia, PA

Master of Science in Robotics Engineering | GPA: 3.9

May 2024

Coursework: Deep Learning, Machine Learning, Geometric Computer Vision, Advanced Robotics, Reinforcement Learning Position: Teaching Assistant for Data Structures, Algorithms and Software Design

#### Thapar Institute of Engineering and Technology

Punjab, India

Bachelor of Engineering - Mechatronics Engineering | GPA: 3.89

June 2018

### SKILLS SUMMARY

C++, Python, JAVA, Bash, Shell Scripting, AWS, ElasticSearch • Programming:

Tools: Git/GitHub, Docker, Jenkins, SQL, Maven, MongoDB

AI/ML/Robotics: ROS, OpenCV, PyTorch, scikit-learn, pandas, TensorFlow, Gazebo, Sensor Fusion, CARLA • Others: Linux, macOS, Windows, Microservices, Apache Tomcat, Data Structures, Algorithms

### Research Experience

## Programme in Autonomous Robotics | ROS, Computer Vision, Pattern Recognition

Delhi, India

Research Intern, IIT Delhi

Jan 2017 - July 2017

- o Designed & developed Semi-Autonomous Mobile Robot from scratch capable of moving autonomously or teleoperated, with live video surveillance & face recognition for security using Haar cascades.
- Improved odometry with caliberation, controllers and IMU & encoder infused data using Kalman filter.
- Implemented ROS Navigation Stack to map surroundings & Pattern Recognition to identify medical equipments.

### Work Experience

### Unicommerce eSolutions Pvt. Ltd.

Gurugram, India

Senior Software Development Engineer

Aug 2019 - July 2022

- Responsible and decision-maker of critical deliverables for high & low-level design changes and ensuring robust end-to-end architecture of the platform.
- Served as **Team Lead** and **mentored & managed** team of Software Engineers & ensured shipping of high-quality products; fulfilling 80% more business requirements per sprint.
- o Reduced cost of infrastructure by 25% by redesigning integrations for optimal bandwidth utilization and implementing load distribution, IP-rotation, and fallback.
- Implemented MLOps processes to streamline deployment & monitoring of machine learning models in production environments; boosting revenue by 30%.

#### Perception and Deep Learning Projects

- Segmentation and Object Detection | Deep Learning, YOLO, SOLO
  - YOLO: Implemented YOLO-v1 to predict bounding boxes and classes for detecting People, Vehicles and Traffic Lights, achieving MAP of 0.45
  - Faster RCNN: Implemented a 2-stage RCNN based object classifier. This involved training the first stage Region Proposal Network and second stage regressor, and classifier, achieving MAP of 0.76
  - SOLO: Implemented the network proposed in paper: Segmenting Objects by Location to predict instance segmentation masks over 3 categories (Vehicle, People Animals) on COCO dataset, achieving MAP of 0.46.
- **Stereo Visual Odometry** | Geometric Computer Vision, C + +, Ceres, KITTI, SLAM

Implemented Social LSTM, OLSTM and GRU for predicting pedestrians' trajectory.

- Extracted features from stereo images using **GFTT** and performed **triangulation** for 3D point location.
- Implemented Optical Flow for pose and feature estimation and Bundle Adjustment for backend optimization.
- Dynamic Obstacle avoidance for Self-Driving Car | DeepLearning, LSTM, PINN, CARLA
- $\bullet \ \ \textbf{Bird's Eye View using Egocentric RGB images} \ | \ \textit{ImageSegmentation}, Lane Detection, YOLOP \\$ • Performed Instance Segmentation with 72% IOU score for detecting social agents using Mask RCNN, **Resnet50** and performed **YOLOP** on the masks for Drivable Area Identification.
  - Evaluated Optical flow using the bounding boxes and measured time to collision.
- Localization and Estimation | Unscented Kalman Filter, Sensor Fusion, State Estimation
- Orientation tracking with inertial data: Implemented a Quaternion based Unscented Kalman Filter(UKF) to track 3D orientation from Gyroscope, Accelerometer and Vicon data.
- Vision-based SLAM
  - Implemented 2-view and multi-view stereo algorithms to convert 2D viewpoints into 3D reconstruction
  - Used Tracking and Pose Estimation to place several virtual object models in real world by estimating camera
  - poses using Perspective-N-Point; and Perspective-three-point & Procrustes problem.

### Self-Learned Courses