

Bahaa Aldeeb

RESEARCHER AT THE UNIVERSITY OF MINNESOTA

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Education

M.S., ROBOTICS · University of Michigan, Ann Arbor · GPA 3.896 May 2022

- Focus areas: Perception and Reasoning
- Courses: Unsupervised Visual Learning, Mobile Robotics, and Non-linear Programming

B.S.E., COMPUTER ENGINEERING · University of Michigan, Ann Arbor · GPA 3.58 May 2018

- Courses: Autonomous Robotics, Machine Learning, Computer Vision
- Electives: Computer Vision Directed Study, Ethics in Robotics, Embedded Control

Research Experience

RESEARCH ROLES

RESEARCH PROFESSIONAL · Prof. Karthik Desingh · University of Minnesota Sep 2022 - Present

- Exploring efficient mobile manipulation task learning using pre-trained perception (DINO, CLIP) and skill chaining.
- Exploring the use of Generative-Adversarial-Networks to facilitate domain adaptation for 6-DoF pose estimation.
- Proposed several side projects and instructed six undergraduates through a summer of research.
- Developed tools to facilitate using the lab Spot robot and cameras.

RESEARCH PROJECTS

NERF FOR DIRECTED DESIGN · RSS Workshop Winter 2022

- Presented a new use of differentiable representations to optimize object design toward improving pose estimation.

DENSE DESCRIPTOR LEARNING · Lab4Progress Summer & Fall 2021

- Explored the unsupervised learning of Dense Descriptors for enforcing category-level generalization.
- Experimented with learning Dense Descriptors through contrastive, augmentation-based, methods.

COURSE PROJECTS

PLANNING WITH HIERARCHICAL REINFORCEMENT-LEARNING · Motion Planning Winter 2022

- Demonstrated a way for using the intermediate layers of a hierarchical actor-critic to model environment dynamics.
- Developed a Rapidly Exploring Random Tree (RRT) algorithm that used a Hierarchical reinforcement-learning (HAC) agent to plan with Q-value informed constraints.

MULTI-TARGET TRACKING USING A P.H.D. FILTER · Mobile Robotics Winter 2021

- Implemented a Gaussian Probability Hypothesis Density Filter for tracking multiple bounding boxes without associating detections.

OTHERS · Adversarial Augmentation for detection · Differentiable particle filter for 6-DoF pose estimation · Hybrid SLAM

Teaching Experience

GRADUATE STUDENT INSTRUCTOR · University of Michigan Fall 2020 - Fall 2021

- Instructed the Robotic Systems Laboratory under Prof. Benjamin Kuipers in the Fall 2020 term and under Dr. Peter Gaskell through the Winter and Fall 2021 terms.
- Advised students on topics in robot control, occupancy grid mapping, particle filter localization, forward and inverse 5-DoF arm kinematics, among others.
- Developed code and assignments, built rubrics, graded work, and maintained the inventory of robots.

Work Experience

SOFTWARE ENGINEERING INTERN · Gatik

May 2022 - Aug 2022

- Surveyed learning-based 3D box detection and sensor fusion literature.
- Implemented and tested the benefit of training with teacher/pseudo labels.

RESEARCH ASSISTANT · University of Michigan

Jan 2022 - April 2022

- Improved particle-filter-based localization and set up an asynchronous interface with a SLAM code-base.

ALGORITHM ENGINEER IN PERCEPTION · Zenuity

Aug 2018 - Aug 2020

- Implemented LIDAR-based algorithms to estimate ground height using loopy belief propagation and identify the object-free area in real-time using C++.
- Worked on Radar based perception, improving barrier detection, and maintaining object tracking code-base.
- Developed C++11 training material for helping coworkers.

INTEGRATED VEHICLE SYSTEMS CO-OP · Toyota Technical Center

Sep 2017 - Dec 2017

- Processed RTK-GPS data to visualize and evaluate lane-keeping performance.
- Demonstrated the benefit of using reflectivity information from sparse and noisy LIDAR data for lane-line localization by clustering and successfully fitting lane-line.

LOW VOLTAGE AND INTEGRATED SYSTEMS INTERN · Tesla

May 2017 - Aug 2017

- Set up over-the-air tests of the Model-3 Restraint Control Module (RCM) ECU.
- Integrated a car computer with the RCM hardware-in-loop tester for validation.

PASSIVE SAFETY SOFTWARE INTERN · ZF TRW

May 2016 - Sep 2016

- Set up, documented, and demonstrated the use of a virtual Restraint Control Module at the company's Michigan location by collaborating with teams in the US, Germany, India, and Poland.

SOFTWARE DEVELOPMENT INTERN · Metro Property Group

May 2013 - May 2015

- Developed software and soldered components for a Bluetooth-controlled custom lock based on Arduino framework.
- Maintained and developed the company websites and portals.

Awards

- **University of Michigan:** University Honors 2016, 2018 | Dean's list 2016 - 2018
- **Washtenaw Community College:** Dean's High Honor Roll 2013 - 2015 | Phi Theta Kappa
- **First Lego League:** Champions - Lebanon 2011 | Top Programming and Design - Arabia 2010 - 2011 & Europe 2011

Skills

- Proficient in Python, C++, C
- Experience with Pytorch, ROS, Docker, and Bash scripting

Extracurricular Activities

- Volunteered with Brave Initiatives for introducing Detroit high school girls of color to coding.
- Participated in First Lego League competitions 2009 through 2011 in Lebanon, Jordan, and the Netherlands. Coached two teams and conducted training workshops on best practices for coaching in 2012 and 2013.

Hobbies

Snowboarding · Rock climbing · Rookie Guitar playing