

Abhinav Bhatia

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Last updated: Oct 1, 2025. Latest CV available at abhinavbhatia.me/#cv

INTERESTS

Artificial Intelligence, Reinforcement Learning, Inverse Reinforcement Learning, Real-time Planning, Robotics

EDUCATION

| | |
|---|-----------------------------|
| University of Massachusetts Amherst | 3.95/4 |
| <i>MS/Ph.D. in Computer Science, advised by Prof. Shlomo Zilberstein</i> | <i>Fall 2019 – Present</i> |
| Birla Institute of Technology and Science (BITS) - Pilani, Pilani Campus | 9.27/10 |
| <i>B.E. (Hons.) in Computer Science</i> | <i>Aug. 2011 – May 2015</i> |

EXPERIENCE

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|---|--------------------------|
| Applied Sciences Intern | June 2024 – August 2024 |
| <i>Xbox Game Studios, Microsoft</i> | <i>Redmond, WA, USA</i> |
| • Used multi-task inverse reinforcement learning and offline reinforcement learning for automated game playing. | |
| Research Engineer | June 2017 – July 2019 |
| <i>School of Computing and Information Sciences, Singapore Management University</i> | <i>Singapore</i> |
| • Supervised by Prof. Pradeep Varakantham and Prof. Akshat Kumar. | |
| • Worked on optimizing constrained resource allocation at city scale using deep reinforcement learning, which led to a publication at <i>International Conference on Automated Planning and Scheduling (ICAPS) 2019</i> . | |
| Software Engineer | August 2015 – June 2017 |
| <i>WalmartLabs</i> | <i>Bengaluru, India</i> |
| • Was part of <i>Operations, Analytics & Research</i> team for supply-chain division of Walmart's eCommerce. | |
| • Developed an Elasticsearch based distributed database for data analysis. | |
| • Developed a deep-learning based system for anomaly-detection in large live incoming data streams. | |
| Software Development Engineering Intern | January 2015 – June 2015 |
| <i>Amazon</i> | <i>Bengaluru, India</i> |
| • Worked on offline experience for Prime Video. | |
| • Worked on optimizing content load time for Prime Video on Kindle tablets. | |

PUBLICATIONS

Abhinav Bhatia, Samer B. Nashed and Shlomo Zilberstein. “RL³: Boosting Meta Reinforcement Learning via RL inside RL²”. In *NeurIPS Workshop on Generalization in Planning (NeurIPS GenPlan 2023)*, In *Reinforcement Learning Conference (RLC 2025)*

Samer B. Nashed, Justin Svegliato, **Abhinav Bhatia**, Stuart Russell and Shlomo Zilberstein (2022). “Selecting the partial state abstractions of MDPs: A metareasoning approach with deep reinforcement learning”. In *IEEE/RSJ International Conference on Intelligent Robots and Systems (IROS 2022)*.

Abhinav Bhatia, Justin Svegliato, Samer B. Nashed and Shlomo Zilberstein. “Tuning the Hyperparameters of Anytime Planning: A Metareasoning Approach with Deep Reinforcement Learning”. In *Proceedings of the International Conference on Automated Planning and Scheduling (ICAPS 2022)*.

Abhinav Bhatia, Philip S. Thomas, and Shlomo Zilberstein. “Adaptive Rollout Length for Model-Based RL Using Model-Free Deep RL”. In *(ArXiv 2022)*.

Abhinav Bhatia, Justin Svegliato and Shlomo Zilberstein. “On the Benefits of Randomly Adjusting Anytime Weighted A*”. In *Proceedings of the International Symposium on Combinatorial Search (SoCS 2021)*.

Abhinav Bhatia, Justin Svegliato and Shlomo Zilberstein. “Tuning the Hyperparameters of Anytime Planning: A Deep Reinforcement Learning Approach”. In *ICAPS Workshop on Heuristics and Search for Domain-independent Planning (ICAPS HSDIP 2021)*.

Abhinav Bhatia, Pradeep Varakantham and Akshat Kumar. “Resource Constrained Deep Reinforcement Learning”. In *Proceedings of the International Conference on Automated Planning and Scheduling (ICAPS 2019)*.

TEACHING EXPERIENCE

CS383 Artificial Intelligence

Responsible for designing quizzes, clarifying students' doubts and holding office hours

UMass Amherst

Fall 2022

MISC.

- Program Committee member, IJCAI 2025.
- Organizing Committee member, AAAI 2025 GenPlan workshop.
- Program Committee member, IJCAI 2024.
- Program Committee member, NeurIPS 2023 GenPlan workshop.
- Paper reviewer, JMLR, 2023.
- Program committee member, AAAI 2023.
- Paper reviewer, AIJ, 2021.
- As a member of IEEE BITS-Pilani chapter, conceptualized, developed and organized an AI bot making competition for a video game at college tech festival 2014.
- Won 1st prize for project *PC 3D Gesture Interface using Kinect* in design appliances category at BITS-Pilani tech festival 2014.
- Offered *Kishore Vaigyanik Protsahan Yojana* fellowship, which is an initiative by govt. of India to encourage young students to pursue a career science research, 2010.

PROGRAMMING SKILLS

Languages: Experienced in Python, Julia, C/C++, Java. Familiar with C#, SQL

Frameworks: OpenAI Gym, PyTorch, FluxML, Tensorflow, CPLEX, Elasticsearch, Unity3D

Experienced in implementing a variety of deep reinforcement learning and planning algorithms.

RELEVANT PH.D. COURSEWORK

Artificial Intelligence, Reinforcement Learning, Robotics, Advanced Robot Dynamics & Control, Machine Learning, Neural Networks, Advanced Algorithms, Empirical Research Methods

LINKS

Webpage: <https://abhinavbhatia.me>

Github: <https://github.com/bhatiaabhinav>

Google Scholar: <https://scholar.google.com/citations?user=Y53CNrIAAAJ&hl>

CONTACT INFORMATION

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