

# Abhinav Bhatia

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Last updated: June 12, 2025. Latest CV available at [abhinavbhatia.me/#cv](http://abhinavbhatia.me/#cv)

## INTERESTS

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

## EDUCATION

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

## EXPERIENCE

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<b>Applied Sciences Intern</b>	June 2024 – August 2024
<i>Xbox Game Studios, Microsoft</i>	
Redmond, WA, USA	
• Used multi-task inverse reinforcement learning and offline reinforcement learning for automated game playing.	
<b>Research Engineer</b>	June 2017 – July 2019
<i>School of Computing and Information Sciences, Singapore Management University</i>	
Singapore	
• 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> .	
<b>Software Engineer</b>	August 2015 – June 2017
<i>WalmartLabs</i>	
Bengaluru, India	
• Was part of <i>Operations, Analytics &amp; 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.	
<b>Software Development Engineering Intern</b>	January 2015 – June 2015
<i>Amazon</i>	
Bengaluru, India	
• Worked on offline experience for Prime Video.	
• Worked on optimizing content load time for Prime Video on Kindle tablets.	

## PUBLICATIONS

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**Abhinav Bhatia**, Samer B. Nashed and Shlomo Zilberstein. “RL<sup>3</sup>: Boosting Meta Reinforcement Learning via RL inside RL<sup>2</sup>”. 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

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### CS383 Artificial Intelligence

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

UMass Amherst

*Fall 2022*

## MISC.

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- Program Committee member, IJCAI 2025.
- Organizing Committee member, AAAI 204 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

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

**Framworks:** OpenAI Gym, PyTorch, FluxML, Tensorflow, CPLEX, Elasticsearch, Unity3D

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

## RELEVANT PH.D. COURSEWORK

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

## LINKS

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**Webpage:** <https://abhinavbhatia.me>

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

**Google Scholar:** <https://scholar.google.com/citations?user=Y53CNrIAAAAJ&hl>

## CONTACT INFORMATION

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