

## Himadri Roy

Buffalo, NY | (716)907-8955 | [himadri@buffalo.edu](mailto:himadri@buffalo.edu) | [linkedin.com/in/himadriroyy/](https://www.linkedin.com/in/himadriroyy/) | [github.com/himadri](https://github.com/himadri)

### EXPERIENCE

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- University at Buffalo, Research Assistant** 03/2023 – Present
- Developed learning based methods for Visual Odometry frontend to run on compute constrained hardware.
  - Optimized the Autonomous Vehicle's perception stack of the racecar with faster and robust pose tracking, leveraging learning methods and classical methods.
- University at Buffalo, Graduate Teaching Assistant (Road Vehicle Dynamics)** 08/2022 – 12/2022
- Assisted a class of 110 students comprising of undergraduates and graduates with course delivery, including facilitating class discussions, grading assignments, and exams, and providing individual mentoring to students.
- TATA Consultancy Services (TCS), Associate Software Engineer** 06/2019 – 07/2020
- Boosted testing productivity by 35% through automated document testing saving using Python and Selenium.
  - Enhanced Agri-Loan website performance by 40% via code optimization (drop-down menu loading).
  - Delivered quality software in an Agile CI/CD environment (GitLab) via collaboration, code review and feedback.

### EDUCATION

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- University at Buffalo, Master of Science, Engineering Science (Robotics)** 08/2021 – 02/2023  
**Coursework:** Machine Learning, Computer Vision, Learning for Autonomous Systems, Reinforcement Learning, Robotics Algorithms, Continuous Control Systems
- University of Mumbai, Bachelor of Engineering in Electronics and Telecommunication** 08/2015 – 05/2019

### PROJECTS([himadri.github.io](https://github.com/himadri))

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- Autonomous Race Car (F1Tenth), Skillset: ROS, Gazebo, Path Planning, Arduino, Python, C++**
- Developed Particle filter for Mapping & Localization stack.
  - Improved car tracking by in terms of inference time by 20% with lightweight faster models like YOLOv5-Lite.
  - Implemented Pure Pursuit Controller in C++ as global planner for Controls Stack of the car.
  - Increased robustness of odometry data by implementing sensor fusion using Extended Kalman Filtering.
- Visual Odometry using Monocular camera, Skillset: OpenCV, Python, PyTorch**
- Developed baseline algorithm by formulating a Structure from Motion problem using OpenCV functions.
  - Decreased error by 12% in odometry calculation by utilizing SuperPoint-Lightglue model for feature extraction and matching.
- PoseNet++, CNN based frontend for Visual Odometry, Skillset: Python, PyTorch, Pandas**
- Implemented a modified VGG16 network with Dense Layers fine-tuned to regress pose of a given image of a sequence.
  - Achieved an accuracy of 74% with no backend optimization like loop-closure on KITTI and King's College Datasets.
- ADAS system for Autonomous Vehicles, Skillset: Instance Segmentation, Python, PyTorch, CARLASim**
- Accurate lane and vehicle perception: Implemented Lane-Net for lane segmentation and YOLOv5 for robust car detection and tracking.
  - Efficient 3D lidar odometry: Optimized lidar data handling using Iterative Close Point (Open3D) and NumPy for real-time processing.
  - Implemented RRT with Reeds-Shepp optimization for path planning and time-to-collision which was available to user as HUD information.
- 3D scene reconstruction using RGBD camera, Skillset: ROS, Open3D, C++, CARLASim**
- Implemented a pipeline with D455 stereo camera to obtain PointCloud data.
  - Obtained a voxel grid map of the environment using Open3D for visualization and efficient data handling.
  - Utilized PnP-Ransac method to solve the problem of Structure from Motion.

### EXTRA-CURRICULUM

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- Led a team of 10 people responsible for Algorithms Design for the robot for ABU Robocon 2018.
  - Participated and won in multiple Drone Racing Events organized by Indian Drone Racing League.
  - Represented India in PUBG eSports competitions in Thailand, Singapore and Dubai and various regional events leading the team as the in-game leader.

### TECHNICAL SKILLS

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- Languages:** Python, C++11/14, SQL, Java, MATLAB
  - Platforms:** ROS, OpenCV, Jupyter Notebook, EagleCAD, Solidworks
  - Modules and Tools:** PyTorch, TensorFlow, Keras, Pandas, Scikit-Learn, Open3D, PCL, Gazebo, CARLASim