Manan Patel

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EDUCATION

• Georgia Institute of Technology, Atlanta, GA

Fall 2021 – Spring 2023

- **M. S. in Robotics** - GPA: 3.54 / 4.0

• Purdue University, West Lafayette, IN

Fall 2018 – Fall 2020

- **B. S. in Mechanical Engineering** – GPA: 3.87 / 4.0

SKILLS

• Software: C/C++, Python, PyTorch, ROS, MATLAB, Unity, OpenGL, Simulink, SOLIDWORKS

Computer Vision: SIFT, Depth from Stereo, Image classification/segmentation (ResNet, PSP net)
Machine Learning: knn, k-means, GMM, Decision Trees, Neural Nets, Bayes Nets, HMM, Viterbi

• Graph Search: UCS, A*, Constraint Satisfaction, RRT, RRT*

Deep Learning: Reinforcement Learning, CNNs
Parallel Processing: MPI, threads, OpenMP, CUDA

Mechanics: Lagrangian Mechanics, Forward and Inverse, Actuator control, Path Planning

Control Systems: PID, System ID (time, frequency), LQR, Extended Kalman Filter,

Assembly language, TCP/IP, STM32

WORK EXPERIENCE

• Robotics Engineering Intern (3D Computer Vision) – Equipment Share, MO

Summer 2022

- Developed computer vision pipeline for safety vest detection and depth estimation using stereo
- Camera calibration and image rectification to undistort images
- Color filtering to segment out safety vest colors under different lighting conditions
- Performed one to one feature matching between keypoints in left and right camera images using SIFT
- Estimated depth of the matched keypoints by triangulation
- Incorporated multi-threading to boost performance

REASEARCH PROJECTS

Neural Network Based Wall Follower Robot (Deep RL, Gazebo, ROS)

Fall 2022

- Designing a neural network to learn policy for following a wall using LiDAR data as input
- Perform real time weight update to reduce sim to real gap and account for changing dynamics

ACADEMIC PROJECTS

High Performance Computing (C++, MPI)

Spring 2022

- Solving N-Queens problem using multi-threading
- Simulating John Conway's game of life using custom MPI datatypes, communicators and cartesian topologies
- Multi-modal Sensing and Navigation on Turtlebot3 (ROS, Python)

Fall 2021

- Implemented Dead Reckoning to navigate robot through a maze based on sensory input (Lidar, Camera)
- Designed algorithms for dynamic and static obstacle avoidance, detect and follow a particular object
- Incorporated control architecture to regulate the movement of the robot
- Controller Design for an Air Engine (PID, STM32, Simulink)

Fall 2020

- Developed a PI controller to regulate the speed of a miniaturised air engine
- Involved System ID, Controller Design, Simulation using Simulink, and Implementation

LEADERSHIP EXPERIENCE

• Lab Teaching Assistant – Electrical Engineering Fundamentals Lab, Purdue

Aug 2019 – Dec 2020

- Analyse and debug errors in audio amplifier circuits and validate its source