Manan Patel

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EDUCATION

• Georgia Institute of Technology, Atlanta, GA

Fall 2021 – Spring 2023

- **M. S. in Robotics** - GPA: 3.61 / 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, TCP/IP

Mechanics: Lagrangian Mechanics, Forward and Inverse Kinematics, Path Planning for manipulators
Control Systems: PID, System ID (time, frequency), LQR, Extended Kalman Filter, Assembly language

WORK EXPERIENCE

Control Systems Engineer Co-op (Python, SysML) – SharkNinja, MA

June 2023 – Dec 2023

Classical PID and Modern Control (Project yet to be assigned)

• Robotics Engineer 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

PROJECTS

• 3DOF Manipulator Dynamics and Control (MATLAB, Simulink)

Fall 2022

- Deployed joint PD feedback control to achieve reference trajectory within error bounds
- Applied gravity compensation using Lagranges equations of motion
- Computed the torque required at each joint using Jacobian matrix for the manipulator

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

• **Tutor Chair** – Pi Tau Sigma, Purdue

Aug 2019 – Dec 2020

- Held exam review sessions for Fluid Mechanics and Control Systems for a batch of 100 students