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OBJECTIVE

Seeking full-time Software Engineering roles in Autonomous Robotics, Computer Vision & ADAS starting May 2019, especially relevant to the domains of multi-modal perception / scene understanding, AI-ML, & Mobile Robot and Manipulator motion planning.

EDUCATION

UNIVERSITY OF MICHIGAN | MASTER OF SCIENCE : ROBOTICS

EXPECTED APR 2019 | ANN ARBOR, MI

Coursework: Probabilistic Robotics, Motion Planning, Computational Data Science, Machine Learning **DELHI TECH. UNIVERSITY [DTU]** | BTECH: ENGINEERING PHYSICS, MINOR: ROBOTICS

JUN 2016 | NEW DELHI, INDIA

EXPERIENCE

MAGNA INTERNATIONAL | ROBOTICS ENGINEERING INTERN, CORPORATE R&D

May 2018 - Aug 2018 | Troy, MI

- Developed and evaluated safety-critical real-time software pipeline to control **industrial manipulators** for manufacturing processes primarily using **ROS2.0**, **DDS** communications, **Point Cloud Library** and **ROS-Kinetic** libraries with **Movelt** in a **Linux** Environment.
- Wrote ROS packages in Python & C++ for sensor-fusion, obstacle detection and rule-set execution to interface with ABB robots.
- Coordinated code development in team of 5+, performed Git maintenance, code documentation using Scrum and Kanban techniques.
- Docker-ized ROS installations & packages, using containers to create deployable codebase versions.

INSTITUTO DE SISTEMAS E ROBÓTICA | ROBOTICS INTERN, SOCROB@HOME TEAM MAY 2017 - JUL 2017 | LISBON, PORTUGAL

• Developed a ROS - Gazebo-based URDF simulation for the IDMind MOnarCH Service Robot, worked with team of 5+ graduate students to integrate packages used for perception, mobile navigation and manipulation for RoboCup@Home competition challenges.

BUBBLEFLY TECHNOLOGIES | R&D ENGINEER & DRONE PILOT

Jun 2016 - Feb 2017 | New Delhi, India

• Developed product, concept of operations, design requirements for ground-surveying intelligent multirotor UAV applications.

PROJECTS

LAB FOR PROGRESS | GRADUATE RESEARCH: COMPUTER VISION

OCT 2018 - PRESENT | ANN ARBOR, MI

- Adapted **PointNet** architecture to implement **deep learning classifier** to use **Light-Field View** [plenoptic] images of translucent objects to detect **graspable** handle-like features.
- Implemented **PyTorch**-based classifier for a probabilistic **Depth-Likelihood Volume** structure to correlate volume features for **translucent objects** with corresponding ground truth **point-clouds** for opaque objects based on **Plenoptic MCL**.

GRADUATE PROJECTS

SELF-DRIVING CARS: PERCEPTION & CONTROL 7

- Implemented algorithms for point cloud registration, visual odometry, stereo perception and SLAM
- Implemented and trained custom Deep Learning ResNet & InceptionNet models in PyTorch on GPU-based AWS EC2 instances to classify images, optimized performance for >99% validation accuracy on GTA 10k simulation dataset .
- Implemented LQR, MPC and Quadratic Programming based methods for trajectory generation and control of simulated vehicle.

ADVANCED ARTIFICIAL INTELLIGENCE

- Implemented a Kenken puzzle solver with various discrete search methods using Java; Implemented Monte Carlo sampling methods for inference on Probabilistic Graphical Models using Python and PGMPy libraries.
- Implemented Machine Learning algorithms such as SVM, K-NN, PCA, Decision Trees & Gaussian Mixture Models.

COMPUTER VISION: MICHIGAN GO

Adapted Amazon Go's concept, developed vision pipeline to detect, label and track grocery-style objects and people from training data
using Transfer Learning with pre-trained and customized AlexNet CNN, segmentation and SIFT features using MATLAB, Python
TensorFlow.

ROBOT SYSTEMS LABORATORY 🗗

- Programmed Computer Vision pipeline using OpenCV for RGB-D sensor, programmed Finite State Machines to execute pick-and-place tasks using 4-DOF manipulator. Designed & 3D-printed custom gripper in Solidworks.
- Executed IMU-based motion control, odometry, A* path planning on 2-wheel segway robot using Cascaded PID control.
- Programmed sensor model, occupancy grid map for SLAM execution and map-building on robot.

ROBOT KINEMATICS & DYNAMICS

• Used a Fetch Robot simulation in JavaScript / Three.JS to implement Forward Kinematics, Inverse Kinematics, Grid & Sampling-Based planning algorithms (RRT-Connect, RRT*).

LOCKHEED MARTIN-DTU - UNMANNED AIR SYSTEMS STUDENT TEAM

AVIONICS DIVISION LEAD, FLIGHT DIRECTOR, AVIONICS ENGINEER, TEST PILOT

OCT 2012 – JUN 2015 | NEW DELHI, INDIA

- Worked on Pixhawk / Ardupilot-based autopilots, avionics, imagery, RF and embedded system integration for 3 design development test cycles for Unmanned Aerial System (UAS) platforms with Intelligence, Surveillance & Reconnaissance capabilities.
- Led multidisciplinary team of 20+ undergraduate students to compete in AUVSI Student UAS Competition hosted at NAVAIR base, Maryland Third Place/33 teams in AUVSI SUAS 2014 7, Sixth Place/35 teams in AUVSI SUAS 2013 7.

INSURCENT: HONDA MOBILITY HACKS 2019 - WINNING ENTRY 2

JAN 2019 | ANN ARBOR, MI

• Web-app based gamified instant Insurance Incentives for drivers choosing safer driving routes and following healthier habits to enhance pedestrian, driver and emergency responder safety. Used NodeJS, MapQuest API, Leaflet Maps API, JSON, Python and AWS Cloud9.