Rohan Bandaru

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Intro

Computer engineer with multidisciplinary interests. Internship experience in Robotics, Embedded Systems, Signal Processing, and Data Science. I learn quickly and independently.

Education

Univ of California, Santa Barbara B.S. Computer Engineering **B.S.** Mathematics

Expected Graduation 2027 GPA: 3.73, Engineering Honors

Skills

Languages	
Python	
C/C++	
$\overline{\text{CMake}}$	
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Java **MATLAB**

Software

Git Linux Android ROS 2 GDB Arduino Docker

Hardware

KiCAD Onshape Solidworks Logic Analyzer Oscilloscope FDM 3D Printing Soldering/Reflow Shop Tools

Work Experience

MIT Lincoln Labs · Controls and Autonomy Intern · Lexington, MA Summer 2024

- Developed a high-fidelity simulation environment for UAVs and ground targets. Implemented a virtual camera sensor model and UAV autopilot
- Wrote control code for autonomous ground vehicles. Used Motion Capture system

MITRE · Embedded Security Intern · Bedford, MA

- Completed an electromagnetic side-channels and sensing project on MIPI CSI bus
- Learned Digital Signal Processing and Software Defined Radio with little guidance

CMU $AirLab \cdot Student Researcher \cdot Remote$

05/2022 - 02/2023

• Added key features to the PyPose Python library for integrating state estimation and control algorithms with ML models. Coauthored a publication in CVPR 2023

MITRE · Technical Aide · Bedford, MA

• Improved logic analyzer automation and interoperability by creating internal tools and technical documentation. Gained experience with Python and Rev. Engineering

Verseau Therapeutics · Data Science Intern · Bedford, MA

Summer 2021

• Analyzed macrophage expression profiles to assess the therapeutic benefit of novel antibodies for Immuno-oncology. Created their histopathology analysis pipeline

UMass Lab for Perceptual Robotics · Student Researcher · Remote Summer 2021

• Developed robot simulation tools for Reinforcement Learning experiments with Prof. Rod Grupen. Revamped legacy C codebase and participated in experiment design.

MSEF (MA Science & Eng. Fair) · Data Science Intern · Remote

• Informed High-School Science Fair organizers of trends in STEM participation, interest and demographics through statistical analysis of previous years data

Projects

DiceGrid (See xz.ax/dicegrid)

See: rohanbandaru.github.io/site

04/2024-Present

- Worked with DiceGang to create a novel hacking challenge where players must design inverters and supply to a small-scale power grid
- Helped design game infrastructure (PCBs, Transmission Towers) and gameplay
- Culminated in a 2-day event in NYC where 8 teams generated over 30 Wh

Deep Learning for Visual Odometry

2022

- Worked with a friend to create an improved Deep VO algorithm and a robot test-bed
- Used AWS Sagemaker and S3 bucket to train on KITTI dataset augmented with virtual Unity game engine data. Evaluated using real robot in adverse conditions
- Won the Grand Prize at the MA High School Science and Engineering Fair

Model Rocket Guidance System

2021-2023

- Created small-scale inertial guidance capable of somewhat hitting a target apogee
- Created a custom PCB flight computer, robust actuation mechanism, quaternion orientation, PID controllers with aerodynamic feedforward, and LKF for altitude
- Won 1st place at the MA Science and Engineering Fair and at the MassJAS Symposium. Presented at the 2022 American Junior Academy of Science conference

FIRST Robotics (FTC 14039 IrRaTiONAl)

2018-2022

- Software lead on a self-funded FIRST Tech Challenge team of 7 friends
- Created custom localization, planning, and control. Implemented PIDF, Pure Pursuit, and Computer Vision algorithms in Java to run in real-time on Android
- In 2020, we were MA and NJ state champs, with the highest offensive power rating in the world, fourth highest autonomous rating (Worlds cancelled due to COVID-19)

Activities

IEEE Officer · Project Lead · Santa Barbara, CA

05/2024 - Present

• Lead students in completing various hardware/software projects.