# ⇒ +1 (469) 328 3442 □ roumen.guha@gmail.com □ roumenguha.github.io

# Roumen Guha (perception engineer)

# Experience

Oct 2020 - Graduate Teaching Assistant, Department of Computer Science & Engineering, UCSD.

Dec 2020 • Assisted Professor Ryan Kastner in teaching two introductory High-Level Synthesis (HLS) courses.

o Created assignments and labs, graded student submissions, held office hours while taking three technical courses myself.

Sept 2019 - Graduate Research Assistant, CHEI Drone Lab, Robotics Institute, UCSD.

September • Created an HLS FPGA debayering + smoothing image processing pipeline for upstream feature extraction.

2020 • Assisted in the hardware development of DevCAM, an open-source multi-camera FPGA-powered machine vision system developed at UCSD.

Dec 2016 - Controls & Electrical Team Lead, Wisconsin Hybrid SAE Vehicle Team, Madison, WI.

May 2018 Managed team to completion of converting a stock SUV into an electric vehicle with 35-mile range, in under 4 months.

- o Developed motor control code for driving and regenerative braking, improving range on a single charge.
- o Managed student team to integrate a small ethanol engine into our electric vehicle to achieve a range-extended hybrid.
- o Planned, designed, built, wired and wrote code for a dynamometer over summer. Used by several vehicle teams for testing.
- o Performed high-voltage wiring, built and debugged vehicle wiring-harness, and integrated power electronics.
- Worked with Simulink, MotoHawk, MotoTune, CANoe, CANdb++ and other Woodward and Vector development tools and software.

### Education

2019–2021 M.S., Robotics Engineering, University of California, San Diego, Advanced courses: Robot Sensing & Estimation, Reinforcement Learning, Image Understanding, Computer Vision, FPGA High-Level Synthesis, GPU Programming. GPA: 3.3

2014–2018 **B.S., Electrical Engineering & Mathematics**, *University of Wisconsin-Madison*, Dean's Honors, AMCHAM Scholarship, *Advanced courses: Robotics, Machine Learning, Image Processing, Optimization, Artificial Intelligence*.

# Favorite Projects

Most of these (and more) can be found on my GitHub page.

#### December Ensemble Learning: Training Agents to Walk.

2020 o Implemented an ensemble learning method called Multi-TD3 to teach agents in the OpenAI gym to walk.

Evaluated this method against SUNRISE and TD3 against a suite of OpenAI agents.

### July 2020 Real-time American Sign-Language Recognition.

- o Implemented an ASL detector in PyTorch via transfer learning on ResNet50 and VGG16.
- Used the generated model to implement a live detector in OpenCV.

#### March 2020 Visual-Inertial SLAM via the Extended Kalman Filter.

- o Wrote an EKF routine to filter noisy IMU data using visual-keypoint data extracted via Harris Corners.
- $\circ\,$  Achieved beautiful results. Animations compared to ground truth available on GitHub.

## February 2020 Particle Filter SLAM.

- o Wrote a particle filter routine to filter noisy **IMU** data and build an occupancy grid of the environment.
- o Achieved passable results. Animations available on GitHub.

## January 2020 Stop Sign Detection Redux.

o Made a red color classifier using **logistic regression** color classifier, and added various **shape heuristics** to make a stop-sign detector in **Python** and **OpenCV**.

#### Dec 2017 Dancing Robot.

- o Built a dancing robot arm with a robotic arm, utilizing inverse kinematics and a DSP-based beat-tracker.
- o Programmed using ROS in Python on a Raspberry Pi. Video demo available on GitHub.

#### Oct 2017 **Stop Sign Detection**.

- o Coded a Mathematica image processing routine that detected stop signs in a class-provided dataset with 98% accuracy.
- o Utilized classical techniques such as segmentation, filtering, dilation and erosion, opening and closing.
- Won Silver in class competition.

## Skills

Advanced Python, OpenCV, Vivado HLS Intermediate MATLAB, PyTorch, ROS, C, Git