### **SAKSHI KAKDE**

<u>sakshi@umd.edu</u> | +1 240-714-0043 | GitHub: <u>sakshikakde</u> | LinkedIn: <u>Sakshi Kakde</u> | Website: <u>sakshikakde</u> | College Park, USA Domain skills: Robot Perception, Computer Vision, Event Vision, Sensor Fusion, Mapping, Localization, Deep Learning, Artificial Intelligence

#### **EDUCATION**

### University of Maryland, College Park

Jan 2021 - Dec 2022

**M.Eng. Robotics | CGPA: 3.87/4 |** Roles: Teaching Assistant for <u>CMSC426</u> (Computer Vision) and <u>ENPM673</u> (Perception for Robotics). Courses: Foundations of Deep Learning, Numerical Optimization, Perception, Planning and Controls for Robotics, Software Development.

# Visvesvaraya National Institute of Technology, India

July 2014 - May 2018

B. Tech. Electrical and Electronics | CGPA: 8/10 | Roles: Core team member of IVLABS.

### **SKILLS**

Programming Languages: Python, C++, MATLAB

Libraries and Tools: OpenCV, PyTorch, TensorFlow, ROS, pytest, gtest, Git, AWS, Docker, DynamoDB, Postman, Jira

Deep Learning Architectures: VGG16, ResNet, DenseNet, HomographNet, SfMLearner, LSTM, LSTM with Attention, SIREN,

Transformers, NeRF.

#### WORK EXPERIENCE

### Quidient | AI/ML Engineer

Columbia, Maryland Feb 2023 - Present

- Working on **Ne**ural **R**adiance **F**ield based approaches to estimate light fields for an indoor environment.
- Researching the fusion of physics based rendering along with NeRF, to accurately reconstruct non-lambertian surfaces.

### Apple, Technology Development Group | Research Intern

Sunnyvale, California

May 2022 - Aug 2022

- Estimated camera pose using semantic information with classical and deep learning methods.
- Used perspective-3-points method with distance transform for loss function.
- Trained a Neural Radiance Field (NeRF) model on semantic images to learn scene geometry.
- Used inverted **Ne**ural **R**adiance **F**ield approach to estimate pose given an initial guess and a trained NeRF model.

## Perception and Robotics Group (PRG) | Research Assistant

University of Maryland May 2021 - Jan 2022

- ullet Estimated camera motion using a **D**ynamic **V**ision **S**ensor (event camera) in a static environment.
- Derived a loss function using the brightness constraints to simultaneously estimate optical flow and image gradients.
- Posed this as an optimization problem to estimate a fixed set of parameters that define the flow.

# The Hi-tech Robotic Systemz Ltd. | Research Engineer

Gurugram, India June 2018 - May 2020

- Implemented Normal Distribution Transform matching algorithm for localization on 3D maps.
- Estimated vehicle pose by fusing GPS and localizer pose with IMU data using a Kalman filter. (Video)
- Developed a server to load maps depending on the vehicle coordinates to increase the computational efficiency by aprox. 50%.
- Developed and maintained C++ drivers for Trimble and AN Spatial GPS modules.
- Fused GPS and IMU data to estimate vehicle velocity and reduced the noise by approx. 40%. (Video)

#### **PROJECTS**

**Interpretability of video classifier** - Studied the problem of identifying both temporally and spatially salient features for a video classification problem. Used *Temporal Saliency Rescaling* methods to get better results. *GitHub* 

SfMLearner - Used unsupervised learning approach to estimate depth and egomotion from image sequences. Github

**Structure from Motion** - Reconstructed a **3D scene** and simultaneously obtained the camera poses from a given set of images using their feature points correspondence (**triangulation** and **nonlinear optimization**). <u>GitHub</u>

**Face Swap** - Swapped faces in videos using traditional (Delaunay Triangulation and Thin Plate Spline) and deep learning (Position Map Regression Network) methods. *GitHub* 

**Auto Pano** - Stitched images to create a **panorama** using traditional (Homography estimation using feature points) and deep learning (HomographyNet: Supervised and unsupervised) methods. *GitHub* 

Auto Calib - Implemented Zhang's camera calibration technique with non-linear optimization. GitHub

Edge Detection - Detected edges using a simplified version of the probability of boundary detection algorithm. GitHub

Lane Detection and Turn Prediction - Detected lanes using curve fitting approach and estimated road curvature. GitHub

Depth using stereo vision- Estimated pixel-wise depth using a sliding window approach. GitHub

Robot Path Planning - Implemented BFS, DFS, Dijkstra, A\*, RRT, RRT\* and bi-RRT for holonomic and non-holonomic robots.