Smit Dumore

EDUCATION

University of Maryland, College Park, Masters in Robotics (GPA 4.0/4.0)

08/2022 - 05/2024 | USA

Control of Mobile Robots, Perception for Robotics, Machine learning, Planning for Robotics.

Vishwakarma Institute of Technology.

BTech. Mechanical Engineering (GPA 8.48/10.0)

2017 - 2021 | India

PROFESSIONAL EXPERIENCE

Robotics Sofware Intern. Onward Robotics

07/2024 - present | Pittsburgh, USA

- Prototyped localization algorithms and conducted trade studies on state estimation methods (Extended Kalman Filter, particle filter).
- Evaluated current state estimation methodologies to enhance system design standards.

Volunteer Open Source Developer, *ROS/Nav2* □

11/2023 – present | Remote, USA

- Collaborating with **Steve Macenski** to enhance **ROS Nav2** functionalities.
- Designing a loopback simulator for ROS2, simplifying Gazebo for streamlined high-level behavioral testing.
- Utilized **Git** for version control, conducted unit testing, integrated code, and leveraged **CI/CD** practices to automate testing.

Robotics Software Engineer, *Botysnc* □

07/2021 – 06/2022 | India

- Developed a **Hyper Accurate Docking Algorithm** for an AMR (Autonomous Mobile Robot) for autonomous recharging using 2D LiDAR in **C++14**. Experimented with **Iterative Closest Point** scan matching and reflective tape based docking. The docking accuracy obtained was ±2cm. (video) 🕜 .
- Worked on Landmark based **Extended Kalman Filter** for localization of AMR in long corridors. Obtained RMSE of 0.2m and 5 degrees.
- Successfully tuned and tested custom **Navigation Stack** for lifting and tugging applications up to 2 tonnes in various industrial sites.
- Collaborated within an **agile** team to develop a scalable and readable **perception stack**.

PROIECTS

Autonomous Racing Planning and Control stack,

03/2022

Vishwakarma Institute of Technology, Pune, India

- Implemented real-time **RRT and RRT*** path planning algorithms using C++11 for local planning in a head-to-head autonomous racing car. Implemented optimization technique using **Kd-Tree** to improve the algorithm's performance (github) ☑
- Implemented a **Pure Pursuit** local planner for the vehicle to follow a global path on the racetrack.
- Implemented a **Model Predictive Controller (MPC)** to find optimal control inputs for trajectory tracking and obstacle avoidance. (github)
- Used **OSQP** library to obtain a solve time of **30ms** on a Nvidia Jetson NX for a linear MPC subject to linear constraints and a quadratic cost function.

Stereo Visual SLAM for Autonomous Driving,

06/2023 – present

University of Maryland, College Park. (github)

- Successfully implemented Stereo Visual SLAM to estimate globally consistent vehicle trajectory and build a sparse 3D map of the environment.
- Utilized GFTT algorithm for feature detection, Triangulation for 3D keypoint determination
- Implemented Lucas Kanade optical flow techniques for feature tracking.
- Utilized the **g2o** library for **Graph Optimization**, implementing **Bundle Adjustment** as a backend technique to obtianed refined camera poses and 3D mapping.

YOLO From Scratch, University of Maryland, College Park. (github) □

09/2023 - present

- Developed a custom implementation of the YOLO v1 (You Only Look Once) object detection.
- Implemented single-pass object detection and regression-based bounding box prediction using **Convolution Neural Networks** (CNN).
- Utilized YOLO architecture with grid cells and anchor boxes for object detection.
- Calculated Mean Average Precision (mAP) to assess model accuracy across object classes.

RESEARCH EXPERIENCE

Semantic SLAM with LLM Integration,

02/2024 – present | College Park, MD

University of Maryland, College Park

- Implementing **Semantic SLAM** algorithms on a TurtleBot to enable real-time semantic mapping and navigation in indoor environments.
- Integrating Large Language Models (LLMs) into the SLAM pipeline to enhance environment understanding and navigation capabilities.