SREEHARSHA PARUCHURI

(412) 273-5793 \$\phi\$ sparuchu@cs.cmu.edu \$\phi\$ LinkedIn \$\phi\$ Website

EDUCATION

Carnegie Mellon University, School of Computer Science

Pittsburgh, PA

Master of Science in Robotic Systems Development (MRSD) CGPA: 4.11/4.0

May 2026

- Teaching: Introduction to Deep Learning (11-785)
- Coursework: Learning for 3D Vision, Generative Artificial Intelligence, Deep Reinforcement Learning and Control

International Institute of Information Technology (IIIT-H)

Hyderabad, India

Bachelor of Technology in Electronics and Communication Engineering (Honours) Major GCPA: 9.02/10

Jul 2022

- Awards: Deans Merit List, Undergraduate Research Award
- Coursework: Methods in Artificial Intelligence, Applied Optimization, Mobile Robotics, Data Structures and Algorithms

EXPERIENCE

Mach9 | Computer Vision and Generative AI | Website Perception Software Engineering Intern San Francisco, CA

May 2025 – Aug 2025

- Multimodal Painted Symbol Extraction: Designed a self-correcting vector-field and DBSCAN-based clustering algorithm to preserve instance consistency from multi-view panoptic masks. Accelerated per-point transformations across Pointcloud, RGB, and rasterized BEV frames by 50× via a custom CUDA kernel.
- Vision—Language Model Inference: Designed a orientation robust RAG pipeline for classification of rasterized symbols using Gemini text embeddings and GPT-o3, achieving an F1 score of 85% on 20k annotated samples.
- Uncertainty Estimation: Developed methods to quantify uncertainty in DETR-style vectorized 3D polyline predictions via self-calibration, variance heads, and Bayesian dropout, enabling smoother QA workflow for customers.

Tata Consultancy Services Research | Reinforcement Learning and Multimodal Learning Pre-Doctoral Research Fellow

Kolkata, India Jul 2022 - Jul 2024

- Audio-Visual Navigation: Led the development of an embodied AI agent with multimodal sensing, training an online reinforcement learning policy with a novel class-agnostic reward, reducing path length by 21%.
- CLIP-Enhanced Scene Graphs: Designed and trained a contrastive-learning framework to compute visual—language embeddings, leveraging graph neural networks to model object—region relationships in indoor environments.
- Open Vocabulary Manipulation, NeurIPS 23: Developed an active SLAM exploration algorithm conditioned on a probabilistic semantic map to maximize area-coverage and led to an improvement of 60% in task success.

Robotics Research Center (RRC, IIIT-H) | Computer Vision and Robotics Research Assistant

Hyderabad, India Jan 2020 - Jun 2022

- Autonomous Sanitization Robot: Spearheaded development of the computer vision, Visual-SLAM and navigation stack to simulate, build, test, and deploy (Sim2Real) an autonomous robot; finished runners-up out of 140 teams.
- Real-Time 3D Scene Understanding: Adapted stereo and monocular depth algorithms for an autonomous driving setup. Developed a ROS package for multi-view bundle adjustment.

PROJECTS

• Augmented-Reality and Robot Assisted Knee Surgery | Website

CMU

Gathered and analyzed requirements from user studies, market competition, and sponsors to inform system development. Processed 3D and RGB information from the **Apple Vision Pro** to detect bone models in the environment via ICP.

• 3D Foundation-Models for Monocular Video reconstruction | Report CMU Implemented semantic-geometric feature fusion using cross-attention between foundation model embeddings (DI-NOv2, Depth Anything) in a hierarchical state representation to recover camera extrinsics. Devised an adaptive keyframe selection strategy for confidence-aware pointmap refinement using a DUST3R-style architecture.

• Neural-Assisted Depth Disparity Estimation Hackathon
Developed a coarse-to-fine network architecture for the OAK-D Pro that improved real-world disparity estimation
quality while respecting strict onboard compute and FPS constraints. Ranked in the Top 25 teams internationally.

SKILLS

- Programming: Python, C++, MATLAB, CUDA Numba, ROS2, Java, Go, Protobuf, Django, Swift
- Frameworks: Pytorch, Pytorch Lightning, Pytorch3D, TensorFlow, Scikit-learn, OpenCV, Unity 3D, LanceDB, XCode