SREEHARSHA PARUCHURI

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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
- 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: Statistics in Artificial Intelligence, Applied Optimization, Mobile Robotics, Data Structures and Algorithms

EXPERIENCE

Mach9 | Computer Vision and Generative AI

San Francisco, CA

May 2025 - Aug 2025

Perception Software Engineering Intern

- Multimodal Painted Symbol Extraction: Accelerated per-point transformations across Pointcloud, RGB, and rasterized BEV frames by 50× via a custom CUDA kernel. Designed a self-correcting vector-field and DBSCAN-based clustering algorithm to preserve panoptic instancing from multi-view images across 2D-3D unprojections.
- Vision Language Model Inference: Built an orientation robust RAG pipeline for classification of 2D painted symbols using Gemini text embeddings and GPT-o3, achieving an F1 score of 91% on 10k annotated samples.
- Uncertainty Estimation: Created a tool to quantify uncertainty in a **DETR**-style outdoor polyline feature detector via self-calibration, and Bayesian dropout, enabling smoother QA workflow for customers.

TCS Research - Visual Computing and Embodied AI Group | Reinforcement Learning Pre-Doctoral Research Fellow

Kolkata, India

Jul 2022 - Jul 2024

- Audio-Visual Navigation: Developed a novel on-policy Actor—Critic model trained with PPO that fused semantic cues from temporal binaural audio with images to improve mapless indoor navigation for embodied AI.
- CLIP-Enhanced Scene Graphs: Trained a contrastive-learning pipeline to compute visual—language embeddings, leveraging graph neural networks to model object—region relationships in cluttered indoor environments.
- NeurIPS '23 Open Vocabulary Manipulation: Engineered a semantic-aware active SLAM strategy using probabilistic occupancy grids to guide exploration to maximize area-coverage that increased task success by 60%.

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 and Visual-SLAM stack to simulate, test, and deploy (sim-to-real) algorithms for marker detection in HSV and localization via loop-closures.
- Real-Time 3D Scene Understanding: Implemented classical stereo and learning-based monocular depth estimation algorithms for autonomous driving on Indian roads. Developed a ROS package for multi-view bundle adjustment.

PROJECTS

• Augmented-Reality and Robot Assisted Knee Surgery | Link

CMU

- Achieved a sub-4 mm drilling accuracy with a KUKA MED7 arm through multi-stage pointcloud registration (SAM2 + ICP). Integrated **Apple Vision Pro** for dynamic bone tracking and real-time surgeon-in-the-loop long-horizon planning.
- 3D Foundation-Models for reconstruction from monocular video | Link CMU Combined DINOv2 semantics and ViT depth embeddings to create a rich local-global state representation with adaptive keyframe selection to recover camera extrinsics through a view-consistency loss and confidence-aware pointmap refinement through spatio-temporal losses using a DUST3R-style architecture.
- IROS '25 CMU Vision-Language-Autonomy Challenge

CMU

- Built a ROS state machine for a **vision-language-navigation** model to parse queries using a modified A* planner with **scene-graph** augmented Gemini 2.5 Pro prompts to reason and plan in an unseen environment under a time budget.

SKILLS

- Programming: Python, C++, MATLAB, CUDA Numba, ROS2, Java, Go, Protobuf, Django, Swift
- Frameworks: Pytorch (Lightning, 3D), Jax, Scikit-learn, OpenCV, OpenAI, Google Genai, Unity 3D, XCode
- Tools: Docker, Kubernetes, CI/CD testing, PyTest, AWS, GCP, Runpod, SF compute, Cursor