SREEHARSHA PARUCHURI

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EDUCATION

Carnegie Mellon University, School of Computer Science

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

Pittsburgh, PA 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 CGPA: 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 Machine Learning Systems

San Francisco, CA

Perception Software Engineering Intern

May 2025 - Aug 2025

- Multimodal Painted Symbol Extraction: Engineered and integrated a multi-stage feature extractor in the HD Map generation pipeline, delivering a 50x acceleration on geometric transformations across RGB-Pointcloud-BEV frames via a custom CUDA kernel, and preserving panoptic instancing across multi-view 2D-3D correspondences using a self-correcting vector-field and DBSCAN.
- VLM Inference & Scalable Deployment: Achieved 91% F1 score on MUTCD classification of painted symbols in BEV by developing an orientation-robust RAG pipeline using VLM embeddings& LLMs (Gemini, GPT-o3). Designed this software as a high-throughput asyncio system deployed on AWS, using semaphores to stably manage 200+ concurrent API calls and prevent rate-limiting.
- Uncertainty Estimation: Created a tool to quantify uncertainty in a **DETR**-style model via self-calibration, and Bayesian dropout, enabling semi-automation of QA workflow. Developed with full unit testing with PyTest for quick **CI/CD** integration.

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

Kolkata, India

Jul 2022 - Jul 2024

- Audio-Visual RL for Embodied AI: Led research on developing a novel Actor-Critic approach for mapless navigation to an audiogoal in unseen environments trained using PPO and an Entropy Loss to encourage exploration in a dense-reward setting. Constructed a state-space encoding a scene graph created from depth and binaural audio spectrogram features fused using cross-attention.
- Imitation Learning & Data-Collection: Setup a Behaviour Cloning pipeline within the audio-enabled HabitatSim simulator. This system collected human demonstrations to bootstrap the RL policy, reducing online training time by 30%.

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

Hyderabad, India

Jan 2020 - Jun 2022

- Embedded Robotics & Classical SLAM: Spearheaded the sim-to-real development of a Visual-SLAM stack for an autonomous sanitization robot. Processed real-time data from RGBD cameras for marker detection and loop-closures onboard an Intel NUC.
- Depth Estimation for Autonomous Driving: Adapted and evaluated both classical vision (Structure-from-Motion) and neural network-based disparity-estimation and refinement techniques on data from autonomous vehicles on Indian roads.

PROJECTS

Apple Vision Pro Guided Precision Robotics for Knee Replacement Surgery | Link

CMU

- Achieved sub-4mm precision with a KUKA MED7 arm using SAM2 and ICP to register DICOM imagery with RealSense data.
- Architected an error-recovery system using visual feedback and DINOv3 features to counter bone movement during pin drilling.

IROS '25 Vision-Language-Autonomy Challenge

CMU

- Secured **3rd Place** by building a **modular state machine** for a vision-language navigation system with **active perception** to decompose a **natural-language query** into subtasks to reason about semantic and spatial relationships and act in an unseen environment.
- Guided Gemini 2.5 Pro planner reasoning through Chain-of-Thought prompting, explicit mathematical conditioning and scene graphs.

3D Foundation Models for Neural Reconstruction from Monocular Video | Link

CMU

• Engineered a **DUST3R-style** pipeline for neural pointmap refinement from video, using a **hierarchical keyframe selection** strategy to populate a **Transformer-based memory** with fused DINOv2 and ViT embeddings to recover per-frame camera pose.

Multimodal Representation Learning for Language and Audio | Publication

IIIT-H

• Applied **BERT-based sentiment analysis** and **k-means clustering** to uncover nuanced links between language and acoustic music features in data scraped from user discourse on mental health related subreddits during COVID-19.

SKILLS

- Languages & Tools: Python, C++, CUDA-Numba, ROS2, Protobuf, Docker, CI/CD PyTest, AWS, GCP, ONNX, Swift, Cursor
- Libraries & Simulators: PyTorch (Lightning, 3D), JAX, OpenCV, Scikit-learn, OpenAI, HabitatSim, Unity 3D, MuJoCo