

## Education

### Stony Brook University

*Ph.D., Mechanical (Concentration: Design and Robotics, Minor: Applied Mathematics), GPA 3.95*

Stony Brook, NY

*Aug 2015 – Present*

- **Relevant Courses:** Robotics, Advanced Dynamics, Vibration and Control, Kinematic Analysis and Synthesis, Applied Stress Analysis, Product Design Optimization, Geometric Modeling, Analysis of Algorithms

### Udacity, School of Autonomous Systems

*Self Driving Car Engineer Nanodegree*

Mountain View, CA

*Mar 2019 – Mar 2020*

- **Relevant Areas:** Computer Vision, Deep Learning, Sensor Fusion, Localization, Planning, Control, System Integration

## Experience

### Stony Brook University

*Research Assistant*

Stony Brook, NY

*May 2017 – Present*

- Developing a Computational Framework for Data-Driven Mechanism Design Innovation supported by a \$450K [NSF grant](#).
- Creating [MotionGen](#) a web-based mechanism design framework. Uses MEAN (MongoDB, Express.js, Angular.js, Node.js) stack to create a RESTful web service based on MVC architecture. iOS and Android apps created using Apache Cordova framework.
- Designing algorithms for simulation and synthesis of Planar, Spherical and Spatial single-degree-of-freedom Robotic systems resulting in publications in journals by the American Society of Mechanical Engineers.
- In-charge of Computer-Aided Design and Innovation Lab and collaborating with a research group of 10+ graduate students.

*Teaching Assistant*

*Aug 2016 – Apr 2017*

- Developed [SnappyXO](#), a laser-cut design-driven robotics platform that enables designing mechanisms, structures, and robots. It has successfully raised \$16K+ on [Indiegogo](#) for a crowdfunding campaign.
- Advised 250+ students in MEC101-Freshman Design Innovation, MEC 102-Engineering Computing, and Vertically Integrated Projects(VIP) Program. The Robot Design projects gained recognition from the Office of President at university.

### Indian Institute of Information Technology

*Junior Research Fellow*

Jabalpur, India

*May 2014 – May 2015*

- Led a \$70k+ research project funded by the Science and Engineering Research Board titled “Development of Additive-Subtractive Integrated Rapid Prototyping System for Improved Part Quality”.
- Spearheaded design and manufacturing teams to create a new hybrid 3D printing process using Pellet based Screw Extruder with CNC machines. Created Toolpath Planning strategies to manufacture CAD models using Hybrid Manufacturing techniques.

## Relevant Projects

### Self Driving Car subsystem design and integration

*Python, Jupyter, OpenCV, TensorFlow, Keras, C++, ROS*

Udacity

*May 2019 – Aug 2019*

- Detection: A robust image processing pipeline is created to detect highway lanes in dashcam live-feed.
- Perception: Car's position within lane and lane curvature is calculated using perspective transform and polynomial fitting.
- Classification: LeNet inspired convolution neural network is developed to detect and classify 40+ kinds of traffic signs.
- Deep Learning: Cloned human behavior using an end-to-end neural network to autonomously steer a car using camera input.
- Sensor Fusion: Car location is estimated using an extended Kalman filter which acts on LIDAR and RADAR sensors data.
- Localization: A 2D particle filter for sparse localization is designed and uses GPS and sensor data with a landmark map.
- Trajectory Planning: A Finite State Machine based planner is created to achieve autonomous highway driving with other cars.
- Control: A PID controller is implemented to maneuver a vehicle around a virtual track using steering, throttle and brake.
- System Integration: Robot Operation System (ROS) is used to robustly combine Perception, Planning, and Control.

### Motion Planning for a Robot with Two Anthropomorphic 6-DOF Arms

*Matlab*

MEC529 Robotics

*Mar 2016 – May 2016*

- Dual Quaternion interpolation is used for optimal motion planning to pick and place objects considering robot dexterity.

### Interactive Manipulation of NURBS Surfaces

*C++, OpenGL, Qt5*

MEC572 Geometric Modelling

*Mar 2016 – May 2016*

- OpenGL based implementation in C++ for interactive manipulation of Non Uniform Rational B-Spline Surfaces.

## Technical Proficiency

- **Languages :** Python, Javascript, C++, MATLAB, Mathematica
- **CAD softwares :** Solidworks, Autodesk Inventor, PTC Creo, CATIA, Ansys (CFD and Mechanical), Autodesk AutoCAD, Autodesk Moldflow, FeatureCAM, MSC-Adams, ZWCAD, Altair HyperMesh, Altair OptiStruct, Materialize Magics, Materialize Mimics, CNC G-M Code
- **Tools & Technologies :** Keras, Tensorflow, OpenCV, HTML, CSS, Canvas, Node.js, Express.js, Redis, Apache Cordova, OpenGL, Jupyter, Anaconda, Git, npm, MongoDB, Docker, ROS

## Selected Publications

- Sharma S., Purwar A., Ge Q.J.; **A Motion Synthesis Approach to Solving Alt-Burmester Problem by Exploiting Fourier Descriptor Relationship Between Path and Orientation.**, ASME J. Mechanisms Robotics; doi:10.1115/1.4042054
- Sharma S., Purwar A., Ge Q.J.; **An Optimal Parametrization Scheme for Path Generation Using Fourier Descriptors for Four-Bar Mechanism Synthesis.**, ASME J. Computing and Information Science in Engineering; doi:10.1115/1.4041566