

CONTACT

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SOFTWARE

Programming: Python, C++, MATLAB, JAVA
Frameworks: Pytorch, ROS, Isaac Sim, Pybullet, OpenCV

HARDWARE

Robot Arms: UR5, Kinova, TAL Brabo, Open Manipulator
Mobile Robots: Husky, P3DX, Turtle Bot
Other Robots: 26-DOF Humanoid, Quadraped, Quadcopter
Embedded: Jetson Nano, Arduino, RaspberryPi, Intel real sense camera, Kinect camera, Motion Capture System, IMU, GPS, Lidar, Dynamixel Motors

ACHIEVEMENTS

Academic Distinction

Awarded for the best Academic Performance in the academic year 2016-17 among all students of III year B.Tech (Electrical Engineering) Program.

Coursera Mentor

Selected as a mentor for the course Robot: Estimation and Learning

Sudhir Pratap Yadav

Engineer Focused on Intelligent Robots

EDUCATION

Ph.D. - Robotics and Mobility System
IIT Jodhpur, Rajasthan (India)

July 2023 - Ongoing

CGPA: 10.0/10.0

B.Tech. in Electrical Engineering
IIT Jodhpur, Rajasthan (India)

2014 - 2018

CGPA: 8.64/10.0

WORK EXPERIENCE

Black Coffee Robotics
Robotics Intern

Sep 2024 - March 2025

Working on fine-tuning large AI models for robotic tasks. Designed and implemented custom MoveIt! Pro behaviours and AR projection system for clients. Developed farm robot simulation in Isaac Sim.

IIT Jodhpur
Junior Research Fellow

Jan 2023 - July 2023

Developed unity simulation to collect visual and LIDAR data for desert environment. Developed custom 3D-LIDAR sensor in unity.

TIH iHub Drishti
Research Engineer | Jodhpur, India

Sep 2021 - Jan 2023

Developed technology for vision-based navigation in GPS-denied environments, demonstrated on Quadcopter. Developed algorithms and frameworks for learning multiple vision-based manipulation tasks on robotic arms using Reinforcement Learning.

TCS Innovation Lab
Robotics Software Engineering Intern | TCS Noida

May 2017 - July 2017

Developed ROS interface for TAL BRABO Industrial robot. Created a pipeline for making the arm follow a green-colored ball to demonstrate proper working of the interface.

Robotics Research Center
Robotics R&D Intern | IIIT Hyderabad

May 2016 - June 2016

Developed kinematic model of 26-DOF Humanoid and implemented static balance using force sensors and ZMP. Implemented passive perturbation rejection using compliance of motors.

PUBLICATIONS

Learning vision-based robotic manipulation tasks sequentially in offline reinforcement learning settings

Robotica: 1-16

Yadav SP, Nagar R, Shah SV.

2024

PROJECTS

3D Human Skeleton Tracking using RGBD

Side Project

Developed a real-time human skeleton tracking system using a 2D deep learning-based detector and depth data to triangulate 3D coordinates using an Intel RealSense D455 camera. Developed visualization software for real-time rendering.

August 2024

Multi-agent ecosystem Simulation in Unity

Side Project

Implemented a virtual simulation of a natural ecosystem highlighting the interactions between various animals and their environment. Created a realistic and dynamic simulation that demonstrates the behaviours of different organisms in response to environmental changes and interactions with each other. Also, demonstrate planning and other capabilities to navigate the environment.

April 2024

Visual Servoing on Turtlebot

Side Project

Developed visual servoing algorithm for turtlebot (mobile robot). A camera is attached to the robot, and a visual target is defined. The robot will try to track and follow the target.

Dec 2023

3D Scene Reconstruction of a Desert Environment

Side Project

Compared various NERF approaches to reconstruct 3D desert environment. Simulated as well as real dataset was used to compare various techniques.

Nov 2023

VR Tours

Side Project

Created a virtual reality tour of the Robotics Lab (<https://sudhirpratapyadav.github.io/roboticslab/>) and a restaurant (<https://panditjikadhaba.github.io/>).

Dec 2022

Pick-Place Robot

Side Project

Developed a vision-based robot system to pick and place objects. Intel RGBD camera was used to detect the object location and then motion is planned accordingly for the robot to perform the pick-place operation.

Aug 2022

Neural Radiance Field - NERF

Side Project

Created NERFs for various locations using images. NERFs are 3D models created using Neural Networks. Images are collected and then a neural network is trained to create 3D models.

July 2022

National Park Quiz - WebUI

Side Project

Developed a WebUI for learning about the national parks of India.

July 2021

Vision based control of UR5 robotic arm using Deep RL

Robotics Lab IIT Jodhpur

Developed and Trained RL agent for moving UR5 robotic arm. Aim was to train arm for Visual servoing a specific object of certain colour. ROS was used to control UR5 robot while RL agent was trained using TORCH(LUA) on simulator GAZEBO.

May 2017 – May 2018

Quadruped Navigation using RL Robotics Lab IIT Jodhpur

Dec 2016 – May 2017

Main focus of this project was to make quadruped learn to walk on terrain without any previous knowledge. The Kinematic model of quadruped and RL agent were developed in C++.

Playing 2048 game using RL Robotics Lab IIT Jodhpur

July 2016 – Dec 2016

Developed copy of 2048 game in C++. Used Reinforcement Learning to learn and play the game

Simulation of Autonomous Mini-Helicopter Robotics Lab IIT Jodhpur

July 2016 – Dec 2016

Design and development of Autonomous Helicopter to carry 2.6 kg Nuclear Radiation Sensor in Emergency Scenario in desert area. This problem was given by Defence Lab Jodhpur. We developed a very accurate simulation of helicopter in matlab. PID control was applied on this simulation for simple control.

Navigation of Quad-copter Robotics Lab IIT Jodhpur

June 2016 – July 2016

Implemented PID control for trajectory tracking using VICON motion capture system and ROS.

Control of P3DX and Mapping Robotics Lab IIT Jodhpur

June 2016 – Dec 2016

Controlled P3DX using ROS with PID controller. Used Kinect for depth sensing and implemented Occupancy Grid mapping in MATLAB.

Gait Planning Of Quadruped Robotics Lab IIT Jodhpur

Jan 2016 – May 2016

Developed a kinematic simulation of quadruped in MATLAB with crawl gait. Crawl gait was also implemented on real quadruped robot.

Unblock-Me Solver Robotics Lab IIT Jodhpur

2015

Image Processing based game solver. Developed a GUI in JAVA, to automatically solve a game named UNBLOCK ME. User has to show the mobile to laptop camera, software will detect game state and solve it.

All of my projects are **open-source** and can be found on my github (<https://github.com/sudhirpratapyadav>)

COMMUNITY BUILDING

- **ROS Workshops:** I have conducted several workshops on ROS (Robot Operating System)
- **Teaching:** I am a teaching assistant in the Experimental Robotics Course, where we teach students how to apply various robotics concepts on real hardware.
- **Mentoring:** I have been mentoring several students in various robotics-related projects.
- **Head (2015), Mentor (2016) Robotics Club:** Mentored students and took few lecture series so to strengthen robotics culture in IITJ