# Bharath Raj Nagoor Kani

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# EDUCATION

# Sri Sivasubramaniya Nadar College of Engineering

Affiliated to Anna University

B.E. in Electronics and Communication Engineering (ECE) - CGPA: 8.4/10

June 2015 - Apr 2019

#### Experience

# Siemens Digital Industries Software

Engineering Services Engineer

Associate Engineering Services Engineer

Jan 2022 - Present May 2019 - Jan 2022

Building models, algorithms and systems for myriad autonomous driving and general machine learning applications as part of the Intelligent Control Systems team. A few highlights are elaborated below:

# • Ego-Lane Estimation and Tracking; ROS based Perception Toolchain:

- Leveraged concepts from 3D geometry, machine learning, state estimation and more to create a fast and robust ego-lane estimation and tracking system that can effectively handle many challenging scenarios.
- Designed and implemented integral parts of a ROS based toolchain which contains several nodes that can perform various tasks related to perception for autonomous driving.

#### • Maximum Entropy Inverse Reinforcement Learning:

• Researched and implemented algorithms based on maximum entropy inverse reinforcement learning to model highway driving styles given expert demonstrations.

#### • Unsupervised Variable Length Multivariate Time Series Data Clustering:

• Researched and implemented feature extraction techniques and experimented with dimensionality reduction techniques and clustering algorithms to cluster together driver types given multivariate time series data.

## • Bird's Eye View (BEV) Representation Creation:

- Experimented with various feature extraction techniques and fusion strategies to extract lane information from LIDAR and images from multiple monocular cameras to be used for creating BEV representations of a scene.
- Implemented code to create BEV representations given various elements of the scene. The created BEV representations were used for training various imitation learning algorithms.

# Publications

## Exploring Techniques to Improve Activity Recognition using Human Pose Skeletons

Bharath Raj N., Anand Subramanian, Kashyap Ravichandran, Venkateswaran N.

- Explored the efficacy of using hand crafted feature extraction techniques and some train-time techniques such as keypoint dropout on improving human pose skeleton based activity recognition performance.
- Paper was published at the 2020 IEEE Winter Applications of Computer Vision Workshops (WACVW). Poster was presented at the HADCV'20 workshop at WACV 2020. [% paper]

## Single Image Haze Removal Using a Generative Adversarial Network

Bharath Raj N., Venkateswaran N.

- Created a conditional GAN based architecture to remove haze from images.
- Code and first version of the preprint were launched in 2018. Project currently has more than 70 stars on GitHub.
- Paper was published at the 2020 International Conference on Wireless Communications, Signal Processing and Networking (WiSPNET). [% paper] [% code]

# Projects

#### Neural Radiance Fields (NeRF) in TensorFlow 2 for 360-Degree Inward-Facing Scenes

- Created an implementation of NeRF from scratch in TensorFlow 2 for 360-degree inward-facing scenes. [% code]
- Includes implementation of components such as a function to find the nearest 3D point to N lines using least squares, inverse transform sampling to sample points along a ray given a piecewise constant probability distribution along the ray, and more.

## Open Source Contributions to Kornia

- Contributed enhancements and fixes to Kornia, an open source differentiable computer vision library for PyTorch.
- One of my significant contributions to Kornia was the implementation of a Direct Linear Transform (DLT) based Perspective-n-Point (PnP) solver using PyTorch.

#### Deploying Tiny YOLOv2 on Jetson Nano using DeepStream

- Deployed a Tiny YOLOv2 ONNX model on NVIDIA Jetson Nano using the DeepStream SDK.
- Modified existing C++ code to enable it to parse the output of the TinyYOLOv2 model.
- Created a technical article about the project. The article is featured in the Jetson Community Resources page in the Deep Learning section. [% link]

## Activity Recognition System based on Human Pose Estimation

- Created a system to recognize the activity performed by humans in a given video. The system used an activity recognition algorithm that depended on human poses estimated by OpenPose.
- A custom BRIEF based multi-object tracker was used to track human poses across frames obtained from the given video.
- Custom feature extraction techniques were used to extract features from the tracked human poses. An LSTM was trained and used to recognize the activity from the extracted features.
- Multiprocessing and pipelining concepts were used to enhance the inference speed of the system. Of note, copies of a trained LSTM were used in multiple CPU processes to perform activity recognition of multiple humans in parallel.

#### **Technical Articles**

- Authored technical articles on various topics in machine learning and computer vision. A select few articles are mentioned below:
  - Advances in Generative Adversarial Networks. (Jan 2019, [% link])
  - An Overview of Human Pose Estimation with Deep Learning. (Apr 2019, [% link])

## TECHNICAL SKILLS

Languages: Python, C++, C, JavaScript, MATLAB

Frameworks & Libraries: ROS, RViz, TensorFlow, PyTorch, PCL, OpenCV, NumPy, SciPy, Shapely

Developer Tools: Git, Docker, GCP, AWS

# COMMUNITY EXPERIENCES

#### Google Code-In Mentor $\mid CloudCV$

Oct 2018 - Dec 2018

- Google Code-In is an event where students of the age group 13-17 contribute to open source organizations.
- As a mentor for the project Fabrik, I helped students complete their tasks and provided extensive code reviews and feedback.

## Machine Learning Domain Head | Tech Club SSN

- Tech Club SSN is a student run organization of the ECE department of my college.
- As the machine learning domain head of Tech Club SSN during my final year of study, I conducted technical classes for my
  juniors, and organized events and hackathons.
- Also, I created a website for Tech Club SSN to display information about events and announcements.

# ACHIEVEMENTS

## People's Choice Award | Yet Another Hackathon (SVCE)

August 2018

• Presented a simple carry-on device created using a Raspberry Pi and an accelerometer sensor that can detect if a person has been assaulted and if so sends SMS alerts.

## Runner Up | Data Science Challenge (Exebit, IIT Madras)

April 2018

• Runner up in a 10 day online contest involving a highly skewed dataset to detect debit card fraud.

# Runner Up | AWS Deep Learning Hackathon (Shaastra, IIT Madras)

Jan 2018

• Trained an object detection algorithm that could detect a few hand signs.

#### First Place | Project Presentation (SSN)

August 2017

• Presented a live demonstration of a convolutional neural network that could decode some simple captcha.