# VARUN LAKSHMANAN

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#### EDUCATION

University of Maryland, College Park, MD

Master of Engineering (M.Eng.) in Robotics

GPA: 3.62/4.00 August 2023 - May 2025

Panimalar Institute of Technology, Chennai, India

Bachelor of Engineering (B.E.) in Mechanical

GPA: 8.8/10

August 2018 - July 2022

### SKILLS

- Programming Languages: Python, C++, MATLAB.
- Simulation and Frameworks: ROS 2, Gazebo, MoveIt, LiDAR, Nvidia Issac Sim, Simulink, Unreal Engine.
- Robotics Concepts: Control Systems, Motion Planning, Human Robot Interaction, Robot Kinematics, Perception, Robot Learning, Robot Programming, State Estimation, Sensor Fusion, Robot Modeling, UAV.
- Machine Learning and AI: PyTorch, TensorFlow, OpenCV, Scikit-learn, NumPy, SciPy, MediaPipe, NLP, Computer Vision, LLM, Deep Learning, Reinforcement Learning.
- Tools: Linux, Jupyter Notebook, Git.
- CAD Software: AutoCAD, SolidWorks, Fusion 360, Creo Parametric.
- Mathematical & Engineering Foundations: Linear Algebra, Probability, Statistics, Calculus.

#### PROJECTS

#### Adaptive Text-to-Command Translation for Robot Navigation

- Engineered a robot navigation system using the **T5-Small language model** and a custom dataset of **24,581** instructions.
- Achieved 98% accuracy in generating the correct battery sequences for navigation.
- Embedded ROS 2 with an LLM model for real-time robot navigation and command execution.

### Multi-Robot Navigation using Centralized and Decentralized Monte Carlo Tree Search

- Applied Monte Carlo Tree Search (MCTS) in centralized and decentralized setups, enabling four TurtleBots to navigate in Gazebo simulation environment with moving obstacles.
- Analyzed navigation efficiency, revealing that the decentralized approach improved the speed of reaching goals by 50% compared to the centralized method.

#### Gesture-Based Control in Assistive Technology

- Created a ROS 2 node to control TurtleBot3 using machine learning-based hand gesture classification.
- Enabled real-time **DexHand** manipulation in **RViz**, achieving 95% accuracy in replicating human hand movements via webcam.

## Intelligent Robot Navigation

- Enhanced obstacle avoidance in a Gazebo simulation by integrating a Dueling Double DQN (deep reinforcement learning) model into an existing Vanilla DQN architecture.
- Boosted navigation performance by 30% compared to the vanilla DQN implementation.

# Performance Analysis of RRT\* Variants

- Implemented and evaluated RRT algorithm variants for TurtleBot3 navigation in a custom simulation environment.
- Refined movement accuracy with a PID controller, identifying Q-RRT\* as the most effective approach.

### Perception-Based Robot Navigation

- Collaborated with a team of four to program a real-world TurtleBot3 to autonomously navigate unknown environments using perception-based techniques such as Horizon Detection, Homography, Object Detection and Optical Flow.
- Achieved a 98% success rate in obstacle avoidance and path optimization.

## Alpha - Mobile Pick and Place Manipulator

• Designed and simulated a mobile robotic manipulator featuring four-finger claw using **SolidWorks** and **ROS 2** in **Gazebo**, integrating forward and inverse kinematics, an open-loop control system, and teleoperation capabilities.

## CERTIFICATIONS

- Machine Learning Specialization DeepLearning.AI and Stanford University (Coursera).
- Python Programming Udemy.
- Electric Vehicles TVS Training and Services.
- AutoCAD Go Tech Solutions.
- Introduction to Programming with IOT boards POSTECH.