Roumen Guha (perception engineer)

Experience

- Oct 2020 Graduate Teaching Assistant, Department of Computer Science & Engineering, UCSD.
- Dec 2020 Assisted **Professor Ryan Kastner** in teaching two introductory High-Level Synthesis (HLS) courses: CSE/WES 237C. • Created assignments and labs, graded student submissions, held office hours while taking three technical courses myself.
- Sept 2019 Graduate Research Assistant, CHEI Drone Lab, Robotics Institute, UCSD.
- September Created an HLS FPGA debayering + smoothing image processing pipeline for upstream feature extraction.
 - 2020 Assisted in the hardware development of DevCAM, an open-source multi-camera FPGA-powered machine vision system developed at UCSD.

Dec 2016 - Controls & Electrical Team Lead, Wisconsin Hybrid SAE Vehicle Team, Madison, WI.

- May 2018 Managed team to completion of converting a stock SUV into an electric vehicle with 35-mile range, in under 4 months.
 - $\circ~$ Developed motor control code for driving and regenerative braking, improving range on a single charge.
 - Managed student team to integrate a small ethanol engine into our electric vehicle to achieve a range-extended hybrid.
 - Planned, designed, built, wired and wrote code for a dynamometer over summer. Used by several vehicle teams for testing.
 - o Performed high-voltage wiring, built and debugged vehicle wiring-harness, and integrated power electronics.
 - Worked with Simulink, MotoHawk, MotoTune, CANoe, CANdb++ and other Woodward and Vector development tools and software.

Education

- 2019–2021 M.S., Robotics Engineering, University of California, San Diego, Advanced courses: Robot Sensing & Estimation, Reinforcement Learning, Image Understanding, Computer Vision, FPGA High-Level Synthesis, GPU Programming. GPA: 3.3
- 2014–2018 B.S., Electrical Engineering & Mathematics, University of Wisconsin-Madison, Dean's Honors, AMCHAM Scholarship, Advanced courses: Robotics, Machine Learning, Image Processing, Optimization, Artificial Intelligence. GPA: 3.4

Favorite Projects

Most of these (and more) can be found on my GitHub page.

- 2020 Implemented an ensemble learning method called Multi-TD3 to teach agents in the OpenAI gym to walk.
 Evaluated this method against SUNRISE and TD3 against a suite of OpenAI agents.
- July 2020 Real-time American Sign-Language Recognition.

December Ensemble Learning: Training Agents to Walk.

- Implemented an ASL detector in PyTorch via transfer learning on ResNet50 and VGG16.
- Used the generated model to implement a live detector in OpenCV.

March 2020 Visual-Inertial SLAM via the Extended Kalman Filter.

Wrote an EKF routine to filter noisy IMU data using visual-keypoint data extracted via Harris Corners.
 Achieved beautiful results. Animations compared to ground truth available on GitHub.

February 2020 Particle Filter SLAM.

Wrote a particle filter routine to filter noisy **IMU** data and build an occupancy grid of the environment.
Achieved passable results. Animations available on GitHub.

January 2020 Stop Sign Detection Redux.

• Made a red color classifier using **logistic regression** color classifier, and added various **shape heuristics** to make a stop-sign detector in **Python** and **OpenCV**.

Dec 2017 Dancing Robot.

- Built a dancing robot arm with a robotic arm, utilizing inverse kinematics and a DSP-based beat-tracker.
- Programmed using ROS in Python on a Raspberry Pi. Video demo available on GitHub.

Oct 2017 Stop Sign Detection.

- Coded a Mathematica image processing routine that detected stop signs in a class-provided dataset with 98% accuracy.
- Utilized classical techniques such as segmentation, filtering, dilation and erosion, opening and closing.
- Won Silver in class competition.

Skills

Advanced Python, OpenCV, Vivado HLS

Intermediate PyTorch, MATLAB, Java, ROS, C++/C, Git