Parv K. Parkhiya

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EDUCATION	
Carnegie Mellon University – School of Computer Science	Pittsburgh, Pennsylvania
Master of Science, Robotic Systems Development (MRSD) GPA: 4.05/4.33	August 2018 - May 2020
 Selected Coursework - Robot Autonomy, Learning for Manipulation, Computer Vision, Natural Language Processing, Optimal Control and Reinforcement Learning 	, Robot Localization and Mapping,
International Institute of Information Technology (IIIT)	Hyderabad, India
Bachelor of Technology (Honours), Electronics and Communication <i>GPA: 9.91/10</i>	August 2014 - May 2018
Selected Coursework - Mobile Robotics, Statistical Methods in AI, Computer Vision, Linea	. ,
EXPERIENCE	
ISEE	Cambridge, Massachusetts
Senior Perception Engineer	September 2022 - Present
Robotics Engineer	June 2020 - September 2022
• Contributing to Perception stack for isee.ai autonomous yard truck system that moves tra	ailers in the busy dynamic yard
• Implemented 3D Occupancy Grid to map obstacle in realtime GPU (C++, CUDA), lidar sim	ulation, ground segmentation
• Research Projects: Pointcloud completion network, Self-Supervised object detection on li	idar data, lidar based SLAM
Zenuity (Volvo-Veoneer joint venture)	Novi, Michigan
Intern, Perception and Localization Team	June 2019 - August 2019
• Contributed to codebase (C++) of LIDAR based Simultaneous Localization and Mapping	(SLAM)
RESEARCH EXPERIENCE	
Robotics Research Center, International Institute of Information Technology	Hyderabad, India
Honours Student	June 2016 - May 2018
• Conceptualized and implemented (C++) monocular Object-oriented SLAM using CNN and	d factor graph optimization
• [Publication]: (IEEE ICRA 2018) – "Constructing Category-Specific Models for Monocular	Object SLAM"
PROJECTS	
Unmanned Aerial and Ground Vehicle (UAV, UGV) Collaborative Firefighting	August 2018 - February 2020
 Designed and developed full system with hardware/software architecture for custom b 	ouilt hexacopter (2 kg payload) and
Husky (UGV) for autonomous navigation in unknown environment, fire detection and ex	tinguishing material deployment
<u>Part of MRSD capstone project</u>	
Trajectory Planning with Obstacle Avoidance using RRTs, A*, and R*	January 2020 - May 2020
• Implemented various search based approaches for planning problem with non-holonom	ic constraints (<u>link</u>)
Dynamic SLAM using landscape theory of aggregation	August 2019 - December 2019
• Implemented (C++) dynamic label classifier for SLAM pipeline with custom written optim	nizer on UGV robot (<u>link</u>)
Taking out Trash	January 2019 - May 2019
• Modeled picking and placing trash bin skill using manipulator arm of Locobot robotic pla enable imitation based skill learning from single demonstration (link)	tform as Gaussian Process (GP) to
Modeling Motion of Stereotypical Dynamic Objects for Efficient Interaction	August 2018 - December 2018
• Incorporated Dynamic Movement Primitives (DMP) approach to model stereo typica	-
and used that model to predict trajectory and goal location from a partially observed tra	
SKILLS	
Programming Languages: C++, C, Python	
Software: Optimizers (Ceres-Solver, GTSAM, G2O, CasADi), ROS, CUDA, Pytorch, O	penCV, Gazebo, Unity, MATLAB,
Solidworks (CAD), Blender, GoogleTest, Tensorflow	
Hardware: Cameras (ZED Stereo, Intel RealSense, FLIR Thermal), LiDAR (SICK, Velodyne), Microcontroller (Arduino, AVR).
FPGA (ZedBoard), Quadcopter (Parrot Bebop, AR, DJI, Pixhawk), Makerbot, Ultimaker	
AWARDS	

Institute Gold Medal (Highest GPA)