

Gaurav Parmar

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GitHub: <https://github.com/GaParmar> | **LinkedIn:** <https://www.linkedin.com/in/parmargaurav/> | **http://gauravparmar.com/**

EDUCATION

University of California San Diego

Bachelor of Science in Computer Science (**honors**), minor in Cognitive Science

Anticipated June 2020

GPA: 3.76

Carnegie Mellon University

Masters of Science in Robotics

Anticipated June 2022

GPA: TBD

PUBLICATIONS

- “*Guided Variational Autoencoder for Disentanglement Learning*”. Zheng Ding*, Yifan Xu*, Weijian Xu, **Gaurav Parmar**, Yang Yang, Max Welling, Zhuowen T. **CVPR, 2020**
 - “*Geometry-Aware End-to-End Skeleton Detection*”. Weijian Xu, **Gaurav Parmar**, Zhuowen Tu. **BMVC, 2019**
 - “*Autonomous Smart Wheelchair: A Social Solution for Individual Need*”. Isabella Gomez, **Gaurav Parmar**, Samarth Aggarwal, Nathaniel Mansur, Alexander Guthrie. **CHI 2019 EA**
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RELEVANT EXPERIENCE

Research Intern, Qualcomm Research & Development

(Summer ‘19)

- Implemented state of the art methods for quantizing mobilenet based models with minimal drop in accuracy
- Investigated the accuracy/runtime tradeoff for 8-bit quantized DeepLab v3+ model
- Created a pipeline for compressing a pre-trained DeepLab v3+ to run inference at 20 fps on a smartphone (in preparation for the Qualcomm demo booth at NeurIPS 2019)

Undergraduate Researcher Assistant, Prof. Zhuowen Tu - UCSD

(September ‘18 - Current)

- Formulated a new geometrically inspired loss function for the task of skeleton detection that achieved improvements over the previous state of the art methods. (*Published* in BMVC 2019)
- Explored disentangled generation of images by through guidance in the latent space of a VAE (*Published at CVPR 2020*)

Instructional Assistant, COGS 181: Advanced Machine Learning Concepts

(Spring ‘19)

- Responsible for grading, holding office hours and teaching the discussion sections

Undergraduate Researcher, Smart Wheelchair Research Group, Prof. Jack Silberman UCSD

- Recipient of the Triton Research Scholarship

(March ‘18 - June ‘19)

- Explored the use of stereo cameras as a cost-effective alternative for generating depth maps
- *Published* the system overview at CHI 2019 conference and won 3rd place at the Microsoft Student Research Competition (<https://dl.acm.org/citation.cfm?id=3308463>)

Software Intern, Qualcomm Incorporated

(Summer ‘18)

- Developed a tool using C++ to verify the Carrier Aggregation capabilities of the devices
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Miscellaneous Projects

Synesthetic Solutions - digital augmentation for the traditional blind stick

- An end-to-end system that uses stereo cameras to build a depth map and provide haptic feedback to users
- Best project award at the ENG 10 exposition and 3rd place at the 2018 Triton Entrepreneur Event
- Awarded \$5000 of prototype development funding by the UCSD Basement

Autonomous Car (scale 1:10)

- Utilizes a CNN based policy network to predict the steering angle and throttle outputs for the motors
- Developed a framework for collecting data and training the policy network in a supervised manner

Interpretable NLP (class project: CSE 156)

- Implemented a trigram based and a word2vec based sentiment analysis language model
- Built a web interface to interactively compare the subtle difference and the failure cases of the two models
- Awarded the best project award in a class of more than 150 students