

Raghav Nallaperumal

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EDUCATION

Worcester Polytechnic Institute

Master of Science in Robotics Engineering | GPA: 4.0/4.0

- Relevant Coursework: Robot Dynamics, Robot Controls, Machine Learning for Robotics, Computer Vision

Worcester, MA

Expected Aug 2027

Shiv Nadar University

Bachelor of Technology in Computer Science and Engineering (IoT) | GPA: 8.3/10.0

Chennai, India

Graduated June 2025

TECHNICAL SKILLS

- **Programming:** C++, Python (PyTorch, OpenCV, Kornia), MATLAB
- **Robotics:** ROS 2 (Humble), MoveIt 2, Nav2, Gazebo, PyBullet, Simulink
- **Machine Learning:** Deep Reinforcement Learning (REINFORCE, Actor-Critic, A3C), Supervised Learning, CNNs, Policy Gradient Methods, Value Function Approximation
- **Controls & Planning:** PID, LQR, MPC, System Identification, Jacobian-based Control, Forward/Inverse Kinematics, Trajectory Optimization
- **Perception:** Camera Calibration, VIO (MSCKF), SLAM, Structure from Motion, Bundle Adjustment, RANSAC, Optical Flow
- **Hardware:** Franka Emika Panda, Intel RealSense D435, Crazyflie 2.0, Beckhoff TwinCAT PLC
- **Tools:** Docker, Git, SLURM/HPC Clusters, CUDA, Blender

EXPERIENCE

Graduate Research Assistant — Manipulation and Environmental Robotics Lab

Aug–Dec 2025

Advisor: Dr. Berk Calli | [GitHub](#)

Worcester Polytechnic Institute

- Built a ROS 2 perception and control pipeline for the Franka Panda that picks and sorts waste objects from a moving conveyor belt, using an Intel RealSense and an antipodal grasping network.
- Replaced the existing Arduino conveyor controller with a Beckhoff TwinCAT PLC for deterministic real-time actuation.

IoT Software Intern

May–Jul 2024

HCLTech | [GitHub](#)

Chennai, India

- Built a stress-test simulator for industrial IoT protocols (ModBus, CAN, BACnet, PROFINET) by generating high-throughput mock sensor streams for validation.
- Developed an Android app for scanning and tracking BLE asset tags in a manufacturing environment.

PROJECTS

EinsteinVision: Monocular Perception Pipeline | [GitHub](#) | Python, PyTorch, Blender

Jan–Mar 2026

- Built end-to-end monocular perception pipeline for autonomous driving: trained custom YOLOv6 on BDD100K (mAP50 0.564), integrated DepthAnythingV2 for metric depth, FCOS3D for 3D pose, and UFLDV2 for lane detection.
- Implemented ego-motion estimation via RANSAC-based visual odometry; estimated vehicle velocities, predicted collisions, and detected brake lights and speed bumps using classical CV and deep learning.
- Rendered 13 urban driving scenes (27K frames) in Blender using procedural geometry and WPI's GPU cluster via SLURM.

Deep RL for Robotic Picking | [GitHub](#) | Python, PyTorch, PyBullet

Feb–Apr 2026

- Implemented REINFORCE, Actor-Critic, and A3C algorithms for LunarLander-v2 (mean reward 100+) and PyBullet Kuka grasping (25%+ success rate over 100 episodes).
- Designed CNN-based actor-critic architecture for image-based RL; achieved stable training using gradient clipping, advantage normalization, and bootstrapped returns.
- Deployed asynchronous multi-worker A3C training with shared global network for parallelized experience collection.

Structure from Motion and NeRF | [GitHub](#) | Python, OpenCV, NumPy, PyTorch

Feb – Mar 2026

- Implemented classical SfM pipeline from scratch: RANSAC-based feature matching, 8-point fundamental matrix estimation, essential matrix decomposition, cheirality-based camera pose disambiguation, and linear/nonlinear triangulation.
- Built PnP solver with RANSAC for camera registration from 2D-3D correspondences; refined poses and 3D points jointly via sparse bundle adjustment, reducing reprojection error by 36% (33.2 to 21.2 pixels).
- Trained NeRF (Neural Radiance Fields) on WPI's GPU cluster for novel view synthesis using volumetric rendering with positional encoding; achieved 27.3 dB PSNR / 0.90 SSIM (Lego) and 27.5 dB PSNR / 0.84 SSIM (Ship).

Quadrotor Trajectory Control & System Identification | [GitHub](#) | Python, PyBullet, Crazyflie 2.0

Nov – Dec 2025

- Implemented PD and LQR controllers in PyBullet and validated on real Crazyflie 2.0 hardware; performed system identification reducing sim-to-real RMSE from 4.8mm (simulation) to 0.8mm (hardware), with LQR maintaining position error below 2cm.
- Implemented polynomial trajectory generator for smooth, dynamically feasible 3D flight paths.