SAHIL NARANG

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EDUCATION

University of North Carolina at Chapel Hill

Jan 2015 - May 2018 (expected)

Ph.D. student in Computer Science Advisor: Professor Dinesh Manocha

University of North Carolina at Chapel Hill

Aug 2013 - Dec 2014

M.S. in Computer Science

Advisor: Professor Dinesh Manocha

GGSIP University, New Delhi, India

Aug 2009 - May 2013

B.Tech. in Computer Science & Engineering

Grade: 78.6 %

First Division with Distinction

RESEARCH

Current research focus is on developing efficient motion models for multi-agent navigation, including dynamics-aware motion models for navigation of autonomous vehicles, as well as efficient and accurate pedestrian motion synthesis. My research spans several areas including motion planning, multi-agent navigation, autonomous driving simulation, crowd simulation, & virtual reality.

PUBLICATIONS

Sahil Narang, Andrew Best, Dinesh Manocha, "Simulating Movement Interactions between Avatars & Agents in Virtual Worlds using Human Motion Constraints", IEEE VR, 2018 (To Appear).

Sahil Narang, Andrew Best, Ari Shapiro, Dinesh Manocha, "Generating Virtual Avatars with Personalized Walking Gaits using Commodity Hardware", ACM Multimedia, Proceedings of Thematic Workshops, 2017.

Andrew Best, Sahil Narang, Lucas Pasqualin, Daniel Barber, Dinesh Manocha, "Autono Vi-Sim: Autonomous Vehicle Simulation Platform with Weather, Sensing, and Traffic control", Neural Information Processing Systems (NIPS) Workshop 2017.

Andrew Best, **Sahil Narang**, Daniel Barber, Dinesh Manocha, "Autono Vi: Autono mous Vehicle Planning with Dynamic Maneuvers and Traffic Constraints", IEEE/RSJ International Conference on Intelligent Robots and Systems (IROS), 2017.

Sahil Narang, Andrew Best, Andrew Feng, Sin-hwa Kang, Dinesh Manocha, Ari Shapiro, "Motion Recognition of Self & Others on Realistic 3D Avatars", Computer Animation & Virtual Worlds, 2017.

Sahil Narang, Andrew Best, Dinesh Manocha, "Interactive Simulation of Local Interactions in Dense Crowds using Elliptical Agents", Journal of Statistical Mechanics: Theory and Experiment, 2017.

Sahil Narang, Andrew Best, Tanmay Randhavane, Ari Shapiro, Dinesh Manocha, "PedVR: Simulating Gaze-Based Interactions between a Real User and Virtual Crowds", The ACM Symposium on Virtual Reality Software and Technology (VRST), 2016.

Andrew Best, **Sahil Narang**, Dinesh Manocha, "Interactive and Conservative Collision Avoidance for Elliptical Agents", The International Conference on Robotics and Automation (ICRA), 2016.

Liang He, Jia Pan, **Sahil Narang**, Dinesh Manocha, "Dynamic group behaviors for interactive crowd simulation", Eurographics/ ACM SIGGRAPH Symposium on Computer Animation (SCA) 2016.

Chonhyon Park, Andrew Best, **Sahil Narang**, Dinesh Manocha, "Simulating High-DOF Human-like Agents using Hierarchical Feedback Planner", The ACM Symposium on Virtual Reality Software and Technology (VRST), 2015.

Sahil Narang, Andrew Best, Sean Curtis, Dinesh Manocha, "Generating Pedestrian Trajectories Consistent with the Fundamental Diagram based on Physiological and Psychological Factors", PLoS ONE 2015.

Andrew Best, **Sahil Narang**, Sean Curtis, Dinesh Manocha, "DenseSense: Interactive Crowd Simulation using Density-Dependent Filters", Eurographics/ ACM SIGGRAPH Symposium on Computer Animation (SCA) 2014, pp. 97-102.

DN Verma, **Sahil Narang**, Bhawna Juneja, "Texture Based Image Retrieval using Correlation on Haar Wavelet Transform", Third International Conference on Advances in Communication, Network, and Computing (CNC) 2012, LNICST Vol. 108 (81-86).

EXPERIENCE

UNC-CH
Graduate Research Assistant, GAMMA group
Chapel Hill, NC

- · Advised by Prof. Dinesh Manocha
- · Developing immersive models for user-virtual agent interactions in VR.
- · Developing motion planning algorithms for autonomous vehicles.
- · Research in crowd simulation and multi-agent navigation.

Institute for Creative Technologies, USC

Way 2015 - Aug 2015 & May 2016 - Aug 2016

Los Angeles, CA

- · Worked with the SmartBody team under the guidance of Dr Ari Shapiro.
- · Focused on designing controllable models of locomotion for virtual humans.
- · Studied factors affecting perception of motion rendered on virtual avatars in terms of recognition.
- · Developed novel algorithm for synthesizing personalized gaits for new users.

Amazon May 2014 - July 2014 Software Development Engineer Intern Seattle, WA

- · Worked for the Inventory Placement Optimization team on replacing their existing visualizer with a more scalable solution.
- · Designed and deployed a visualizer with a distributed multi-threaded architecture capable of processing 18 Gb of data in one minute, 50 times faster than its predecessor.

UNC-CH
Graduate Teaching Assistant
Aug 2013 - May 2014
Chapel Hill, NC

· Tutored students and graded COMP 116 (Intro. to scientific programming).

Technical University of Berlin

May 2012 - Aug 2012 Berlin, Germany

Summer Intern

- · Worked for the Neural Information Processing group.
- · Collaborated on developing a recognition system that is largely scale-, illumination-, orientation-invariant and can be used on any object regardless of its shape or size.
- · Developed system is capable of recognizing objects in a cluttered scene in almost real time.

Defence Research & Development Org. (DRDO)

Summer Intern

May 2011 - Aug 2011 New Delhi, India

- · Worked for the Defence Terrain Research Lab on object detection and recognition in satellite images.
- · Developed CTD, a unique feature descriptor for colour image retrieval and browsing.
- · Achieved higher retrieval accuracy compared to commonly used Gradient-based methods that use Sobel Operator & GLCM.

TECHNICAL STRENGTHS

Programming (Proficient)	C/C++ (VC, gcc, icc), Java, MATLAB, Python
Programming (Familiar)	C#, HTML/XML, MySQL, AspectJ, VHDL, Spring Framework
API/Toolkits/Etc.	OpenMP, MPI, OpenGL, ROS, OpenCV, PCL, FLANN, BOOST,
	TinyXML, Lombok SVN, Git, AWS (EC2 & S3)
Development Environments	Eclipse based IDEs, Visual Studio, MATLAB, Unity 4, Unreal Engine 4
Operating Systems	Windows, Linux

CONFERENCE PRESENTATIONS & TALKS

- · Presented technical papers at ICRA 2016, CASA 2017, ACM MM 2017, IEEE VR 2018 (expected).
- · Delivered guest lectures on "Autonomous Driving" at Indian Institute of Technology, Delhi.
- · Co-instructed advanced graduate course on "Multi-Agent Simulation for Crowds and Autonomous Driving" at UNC Chapel Hill.
- · Presented research results to funding sources, UNC faculty.

SELECTED ADVANCED COURSEWORK

Robot Motion Planning, Big Data, Computational Geometry, Physically-based Modeling & Simulation, Sound Simulation, Artificial Intelligence, Parallel Computing, Exploring Virtual Worlds

REFERENCES

Available upon request