

Mohit Shridhar

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RESEARCH INTERESTS Language Grounding, Task and Motion Planning, Human-Robot Interaction, Unsupervised Representation-Learning

EDUCATION **University of Washington** 2018 - Present
PhD Student in Computer Science
Advised by: Dieter Fox

University of Washington 2018 - 2020
Masters in Computer Science

National University of Singapore 2012 - 2016
B.Eng in Computer Engineering, Minor in Techno-Entrepreneurship
Honors with Distinction
Advised by: David Hsu

Stanford 2015 - 2015
NUS Overseas College - one year program

PUBLICATIONS Google Scholar, Semantic Scholar.

Conferences

(C4) **ALFWorld: Aligning Text and Embodied Environments for Interactive Learning**

International Conference on Learning Representations (ICLR) 2021

[Mohit Shridhar](#), Xingdi Yuan, Marc-Alexandre Côté, Yonatan Bisk, Adam Trischler, Matthew Hausknecht

(C3) **ALFRED: A Benchmark for Interpreting Grounded Instructions for Everyday Tasks.**

Computer Vision and Pattern Recognition (CVPR) 2020

[Mohit Shridhar](#), Jesse Thomason, Daniel Gordon, Yonatan Bisk, Winson Han, Roozbeh Mottaghi, Luke Zettlemoyer, Dieter Fox

(C2) **Interactive Visual Grounding of Referring Expressions for Human-Robot Interaction.**

Robotics: Science and Systems (RSS) 2018

[Mohit Shridhar](#), David Hsu

(C1) **XPose: Reinventing user interaction with flying cameras.**

Robotics: Science and Systems (RSS) 2017

Ziquan Lan, [Mohit Shridhar](#), David Hsu, Shengdong Zhao

🏆 Best Systems Paper Award

Journals

(J1) **INGRESS: Interactive Visual Grounding of Referring Expressions.**

International Journal of Robotics Research (IJRR) 2020

[Mohit Shridhar](#), Dixant Mittal, David Hsu

Workshops

(W1) **Grounding Spatio-Semantic Referring Expressions for Human-Robot Interaction.**

RSS Workshop on Spatial-Semantic Representations in Robotics 2017

[Mohit Shridhar](#), David Hsu

EXPERIENCE	<p>Microsoft Research: Intern June 2020 - Sept 2020 Reinforcement Learning Group – Seattle Advised by Dr. Matthew Hausknecht</p> <p>NVIDIA: Research Intern Jan 2020 - May 2020 Robotics Lab – Seattle Advised by Prof. Dieter Fox</p> <p>M²AP Lab: Research Assistant Jan 2016 - Aug 2018 Advised by Prof. David Hsu</p> <p>Meta Co: Computer Vision and Graphics Intern Jan 2015 - Dec 2015 YCombinator’13 Augmented-Reality Headset Startup</p> <ul style="list-style-type: none"> • Worked on low-latency visual-inertial SLAM: feature tracking, sensor calibration, IMU integration. • Built a 3D-Skype system with real-time reconstruction, and human-pose tracking based collaborative interface. • Part of CEO’s ensemble for building investor demos during Series B (\$50M round). <p>Hope Technik: Robotics Intern May 2014 - Aug 2014 Medical Transport AGV Platform</p> <ul style="list-style-type: none"> • Worked on path-planning and obstacle avoidance for autonomous medical transport in hospitals. • Implemented a multi-map manager to allow a swarm of robots to navigate across various floors. • Developed an OculusRift based demonstration tool to showcase the AGV in simulated working conditions.
PROJECTS	<p>Free Viewpoint 3D Telepresence System 2013 - 2016 A realtime, volumetric video conferencing system using commodity RGB-D cameras.</p> <p>Monocular Visual-SLAM for Mobile Platforms 2015 A keyframe-based 6DOF visual tracker for Android platforms.</p> <p>Dense-Semantic Mapping 2017 Combined dense image-captioning with visual-SLAM for object search.</p>
SERVICES	Reviewer for CoRL, RSS, T-HRI, RA-L, IJCAI, ACL, SIGGRAPH, ORLR @ NeuRIPS
ORGANIZER	Co-Organizer: Embodied Vision, Actions & Language Workshop (EVAL) at ECCV-20 Co-Organizer: ALFRED Challenge @ Embodied AI Workshop at CVPR-21
AWARDS & HONORS	Paul G. Allen Fellowship (2018), University of Washington Best Systems Paper Award in Memory of Seth Teller (2017), RSS NUS 30th Annual Faculty Innovation and Research Award (2016), Undergrad Thesis NUS Overseas College Scholarship (2015), Exchange Program at Stanford ASEANpreneurs Autodesk Design Challenge (2014), First Place
TECHNICAL SKILLS	Languages: Python (most familiar), C++ Frameworks: PyTorch, OpenCV, ROS, Unity3D