https://gyanigk.github.io

Boulder, Colorado, United States

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Education

University of Colorado, Bouder, Boulder, CO, United States

August 2024-Present

Masters in Computer Science

Graduation: May 2026

Relevant Coursework: Advanced Robotics, Machine Learning, Computer Vision

GPA: overall 3.91/4.0;

Publications

M. Mitra, **Gyanig Kumar**, P.P. Chakrabarti, P. Biswas. Investigating Inverse Reinforcement Learning during Rapid Aiming Movement in Extended Reality and Human-Robot Interaction. ACM Transactions on Human-Robot Interaction (THRI), 2025.

S. Raj, B. Karmakar, **Gyanig Kumar**, ..., P. Biswas. Comparing computer vision models for low resource dataset to develop a mixed reality based manual assembly assistant. Discover Robotics.

M. Mitra, **Gyanig Kumar**, P.P. Chakrabarti, P. Biswas. *Enhanced human-robot collaboration with intent prediction using deep inverse reinforcement learning*. 2024 IEEE International Conference on Robotics and Automation (ICRA'24)

M. Mitra, A.A. Patil, G. Mothish, **Gyanig Kumar**, ... ,P. Biswas. *Multimodal target prediction* for rapid human-robot interaction. Companion proceedings of the 29th international conference on intelligent user interfaces (IUI '24)

L.R.D. Murthy, **Gyanig Kumar**, P. Biswas, M. Madan, S. Deshmukh. *Efficient interaction with automotive heads-up displays using appearance-based gaze tracking*. Adjunct Proceedings of the 14th International Conference on Automotive User Interfaces and Interactive Vehicular Applications

In Submission

Yi-shiuan*, **Gyanig Kumar***, Alessandro Roncone, Bradley Hayes. *SAWO: A Framework for Workspace Optimization to Enhance Intent Recognition in Shared Autonomy* at HRI Short Papers 2025^{\dagger}

Yi-shiuan, **Gyanig Kumar**, Alessandro Roncone, Bradley Hayes. *CRED: Counterfactual Reasoning and Environment Design for Generalizable Active Preference Learning* at ICRA 2026[†] *Equal contribution. †Under review.

Presentations

Co-presented a poster on "Efficient interaction with automotive heads-up displays using appearance-based gaze tracking," Work in progress track at AutoUI' 22 Conference

Presented research paper discussion on "End-to-end Frame-to-gaze Estimation" with live demonstration of appearance-based gaze estimation, CUB CSCI 7000 Recent Adv. in Computer Vision

Research Experience **CUB CAIRO Lab** with Dr. Bradley Hayes Working on developing *Robotics Shared Control* projects.

September 2024–Present

- Leading as first author on a shared autonomy project, developing a Vision-Language Multi-Modal Framework using OpenAI, integrating gaze estimation to enable adaptive, variable-horizon robotic task planning for efficient human-robot interaction.
- Designed and implemented a custom ROS package for the Sawyer Manipulator, leveraging a
 multi-RGBD camera system for dynamic scene analysis, automated eye-hand calibration
 with the camera system, and motion planning and motion primitives actions to enable real-time
 assistive feeding demonstrations.
- Integrated Tobii Glasses 3 eye-tracking python data integration pipeline with the Sawyer Manipulator, conducting comparative studies on gaze-based intent recognition versus traditional keyboard/joystick teleoperation to enhance robotic manipulation efficiency.
- Partnered with a PhD scholar on an evaluation study, contributed to writing **new environment** framework compatible with the Webots & CARLA driving simulator, enabling training preference learning algorithms for active preference learning in human-in-the-loop scenarios, with a focus on analysing human vs scene feature impact through simulation.

IISc I3D Lab with Prof. Pradipta Biswas

Worked on human-computer interactions projects

- Collaborated on integrating a gaze estimation mapping module for an inverse RL study, achieving 5% statistical increase on intent recognition accuracy compared to traditional camerabased hand recognition in predicting user intent during assistive pick-and-place tasks.
- Conducted experiments with over 5k single-object varied scene images, utilising SOTA Generative Adversarial Network models to translate CAD-generated Unity 3D scenes into realistic object detection datasets, eliminating the need for manual bounding box labelling.
- Partnered with a Phd scholar on building a newer architecture for training and designing a
 lightweight eye gaze Estimation model, inspired by the I2D-Net, reducing model parameters
 by 0.5x and subpar accuracy, enabling faster gaze tracking model compatible with interactive
 automotive Heads-Up Display Systems.
- Collected, extracted and cleaned over 200+ GB of the user study collected video+gaze dataset for building a dataset for an ingenious mobile, inexpensive Eye tracker for manufacturing and space applications

Grad Course Projects

Advanced Robotics, Instructor: Dr. Leopold Beuken

Spring 2025

- Collaborated with a team of four graduate students to design, develop, and compete in a weeklong autonomous driving bot challenge, implementing an image-based lane recognition module to enable precise navigation.
- Investigated advanced robotic localization and navigation techniques, including Simultaneous Localization and Mapping (SLAM), Extended Kalman Filters, and Particle Filters, within a controlled indoor environment.

Recent Advancements in Computer Vision, Instructor: Dr. Danna Gurari

Fall 2024

- Curated a dataset of over 5,000 simulated manufacturing part images, performing outlier detection and developing normalized image attributes to optimize training efficiency for a diffusion model.
- Leveraged pretrained Stable Diffusion models to generate a dataset incorporating natural scene attributes, combining curated simulated images with real-world manufacturing scenes for enhanced model robustness.

Industry Experience

Collins Aerospace & Faurecia

July 2022-March 2024

- Funded Research Collaborator
 - Partnered with Collins Aerospace to develop a mixed reality-based assembly system using custom-trained object detection models with tailored eye gaze and hand tracking for efficient, real-time assembly guidance.
 - Partnered with Faurecia on building Heads-up Display solutions with Eye gaze tracking for distraction detection and multi-modal user interactive infotainment systems

Other
Experience

CS3155 Principles of Programming Languages, Teaching Assistant

Summer 2025

 ${\it CS3302}$ Introduction to Robotics, Course Manager

Spring 2025

CS2824 Discrete Structures Course Grader

Fall 2024

Awards

2025 Tata Millennium Scholarship – \$800 2025 HackCU11 AI Track – Ranked 2/15

2025 AWS Amazon Hackathon – Ranked 2/25

Community Involvement ACC Conference, Denver, Student Volunteer

July 2025

CUB CS-Graduate Student Association, Vice Chair

May 2025

CUB CS-Graduate Professional Development Club, Coordinator

August 2024-May 2025

CUB CS Tea Time, Coordinator

January 2025

Dr. Pradipta Biswas

References

Associate Professor of Dept. of Design and Manufacturing at IISc, **Email:** pradipta@iisc.ac.in, **Tel:** (+91) 802 293 2357.