

KUSHAGRA GUPTA

(+1) (737) 420-7734 \diamond kushagrag@utexas.edu \diamond [in](#) \diamond [g](#)

EDUCATION

The University of Texas at Austin

Aug 2023 - Present

Ph.D. in Electrical and Computer Engineering

Advisors: [David Fridovich-Keil](#), [Ufuk Topcu](#)

Indian Institute of Technology Delhi (IIT Delhi)

Jul 2019 - May 2023

Bachelor of Technology in Mechanical Engineering

GPA: 9.212/10

Thesis Advisors: [Souvik Chakraborty](#), [Shaurya Shriyam](#)

Rank: 5/89

RESEARCH INTERESTS

My primary research interests lie at the intersection of **game theory**, **optimization**, **machine learning** and **control theory**. I am driven to work on both theoretical problems as well as on practical applications in these fields.

FIRST-AUTHOR PUBLICATIONS

1. **K. Gupta***, S. Murthy*, M. Karabag, U. Topcu, D. Fridovich-Keil. [Cooperative Bargaining Games Without Utilities: Mediated Solutions from Direction Oracles](#), *Advances in Neural Information Processing Systems (NeurIPS)* 2025
Publication Topics: [game theory](#), [machine learning theory](#), [optimization](#)
2. **K. Gupta**, R. Allen, D. Fridovich-Keil, and U. Topcu. [More Information is Not Always Better: Connections between Zero-Sum Local Nash Equilibria in Feedback and Open-Loop Information Patterns](#), *IEEE Control Systems Letters (IEEE L-CSS)*, 2025
Publication Topics: [game theory](#), [optimization](#), [control theory](#)
3. **K. Gupta**, D. Fridovich-Keil, [Iterative LQ Games for Occlusion Motion Planning](#), *Conference on Robot Learning Workshop on Strategic Multi-Agent Interactions: Game Theory for Robot Learning and Decision Making (CoRL, Workshop)*, 2022
Publication Topics: [game theory](#), [optimization](#)

RELEVANT GRADUATE-LEVEL COURSEWORK

Optimization: Convex Optimization, Nonlinear Programming

Probability: Probability and Stochastic Processes, Concentration Inequalities, Statistics

Analysis: Real Analysis, Introductory Functional Analysis

Machine Learning: Statistical Learning Theory, Reinforcement Learning, Deep Learning

Control & Game Theory: Dynamic Game Theory, Linear Systems, Optimal Control

PROFESSIONAL REVIEWING ACTIVITIES

ICLR, L4DC, ICRA, IROS, IEEE TAC, IEEE L-CSS, IEEE CDC

TECHNICAL SKILLS

Programming Languages

Python, Julia, MATLAB

Tools and Softwares

ROS, Gazebo, Simulink, Solidworks

Software Libraries

JAX, PyTorch, TensorFlow, SciPy, Pandas, NumPy