

# KUSHAGRA GUPTA

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## EDUCATION

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<b>The University of Texas at Austin</b> <i>Ph.D. in Electrical and Computer Engineering</i> Advisors: <a href="#">David Fridovich-Keil</a> , <a href="#">Ufuk Topcu</a>	<i>Aug 2023 - Present</i>
<b>Indian Institute of Technology Delhi (IIT Delhi)</b> <i>Bachelor of Technology in Mechanical Engineering</i> Thesis Advisors: <a href="#">Souvik Chakraborty</a> , <a href="#">Shaurya Shriyam</a>	<i>Jul 2019 - May 2023</i> <b>GPA: 9.212/10</b> <b>Rank: 5/89</b>

## RESEARCH INTERESTS

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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

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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

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**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

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

## TECHNICAL SKILLS

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**Programming Languages**

Python, Julia, MATLAB

**Tools and Softwares**

ROS, Gazebo, Simulink, Solidworks

**Software Libraries**

JAX, PyTorch, TensorFlow, SciPy, Pandas, NumPy