

# Abhijeet Krishnan

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<https://github.com/AbhijeetKrishnan>

## Education

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- **North Carolina State University** Raleigh, NC, USA  
*PhD, Department of Computer Science* Jan 2018 - present
  - Relevant courses: Database Management Systems, Operating Systems, Artificial Intelligence II,
- **Visvesvaraya National Institute of Technology** Nagpur, MH, India  
*Bachelors of Technology, Computer Science and Engineering* Aug 2013 - May 2017
  - Relevant courses: Analysis of Algorithms, Computer Networks, Neuro-fuzzy Techniques,

## Publications

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- **Krishnan, Abhijeet**, Williams, Aaron and Martens, Chris (in press). "Towards Action Model Learning for Player Modeling" *Sixteenth Artificial Intelligence and Interactive Digital Entertainment Conference* 2020.
- **Krishnan, Abhijeet** and McAllister, David F. "Stereo Pair Colorization Using Exemplar-based Techniques" Unpublished manuscript, North Carolina State University, Raleigh, NC.

## Work Experience

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- **Knex Research Corp.** National Harbour, MD, USA  
*AI Intern* June 2019 - Aug 2019
  - Designed and developed a system for generating children's stories.
  - Invented a story graph structure to generate infinitely varying plots from a bank of mini-plots.
  - Used an automated planning tool for narrative generation.
- **Goldman Sachs** Bengaluru, KA, India  
*Summer Employee* May 2016 - Aug 2016
  - Developed and tested a patch for a bug in a 1500+ line C++ codebase.
  - Developed a real-time statistics monitoring tool for internal business processes.
  - Developed an automation script as part of an intra-division hackathon.

## Academic Projects

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- **Player Modelling using Gameplay Video Classification**  
*Artificial Intelligence II, CSC 720* Jan 2019 - Apr 2019
  - Designed and trained an ML model to classify gameplay videos based on player behaviour.
  - Developed a classifier based on a retrained Inception v3 ConvNet followed by an LSTM in Tensorflow.
  - Trained and tested the model on the Google Colab platform.
  - Achieved a test accuracy of 93%.
- **Level Generation using ASP for Laserverse**  
*Generative Methods for Game Design, CSC 791* Oct 2018 - Dec 2018
  - Designed a level generator for a puzzle game.
  - Used Answer Set Programming to model game rules.
  - Performed a quantitative evaluation of the expressive range of the generator.
- **Paging in XINU**  
*Operating Systems Principles, CSC 501* Jan 2018 - Apr 2018
  - Implemented paging in XINU, a Linux-like OS.

## Skills

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**Languages:** Python, C, C++, Javascript, bash, PDDL

**Applications:** git, gdb, clingo

**Libraries:** TensorFlow

## Activities

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- **Competitive Coding** Aug 2015 - present
  - Within top 2% in India on Codechef, within top 5% in India on Codeforces
  - Winner of Codebreak 2016, an internally held coding contest for interns at Goldman Sachs.
- **Literary and Magazine Affairs Secretary** Nagpur, MH, India  
*Visvesvaraya National Institute of Technology* Aug 2016 - May 2017
  - Recruited and led a team of student designers and writers to produce the annual institute magazine, Insight 2017