

Abhijeet Krishnan

abhijeet.krishnan@gmail.com

<https://abhijeetkrishnan.me>

<https://www.linkedin.com/in/abhijeet-krishnan>

<https://github.com/AbhijeetKrishnan>

Education

- **North Carolina State University** Raleigh, NC, USA
PhD, Department of Computer Science Jan 2018 - present
 - Relevant courses: Introduction to Game Engine Design, Advanced Topics in Machine Learning, Experimental Statistics for Engineers I
- **Visvesvaraya National Institute of Technology** Nagpur, MH, India
Bachelors of Technology, Computer Science and Engineering Aug 2013 - May 2017
 - Relevant courses: Statistics and Optimization Techniques, Artificial Intelligence, Neuro-fuzzy Techniques

Work Experience

- **Principles of Expressive Machines (POEM) Lab** Raleigh, NC, USA
Graduate Research Assistant Jan 2019 - Dec 2019
 - **Advisor**: Dr. Chris Martens
 - Investigating rule-based models for modeling players of games which account for player mental models. We aim to explain and predict player behavior using rule-based player models.
- **Knexus 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.

Publications

- **Krishnan, Abhijeet**, Aaron Williams Aaron Williams, and Chris Martens. "Towards Action Model Learning for Player Modeling." *Proceedings of the AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment*. Vol. 16. No. 1. 2020.
- **Krishnan, Abhijeet** and McAllister, David F. "Stereo Pair Colorization Using Exemplar-based Techniques" Unpublished manuscript, North Carolina State University, Raleigh, NC.

Academic Service and Involvement

- **Reviewing and Program Committee Membership**
 - AAAI Experimental AI in Games, AIIDE Workshop 2020
 - IEEE Symposium Series on Computational Intelligence 2020
 - IEEE Conference on Games 2019-20

Academic Projects

- **Player Modelling using Gameplay Video Classification** Jan 2019 - Apr 2019
Artificial Intelligence II, CSC 720
 - 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** Oct 2018 - Dec 2018
Generative Methods for Game Design, CSC 791
 - 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.

Skills

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

Applications: git, gdb, clingo

Libraries: TensorFlow

Activities and Leadership

- **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
 - Planned and organized multiple annual institute events, such as Freshers '16 and Institute Gathering '17
- **Training & Placement Affairs Coordinator, CSE** Nagpur, MH, India
Visvesvaraya National Institute of Technology Aug 2015 - May 2017
 - Organized skill-building and expert talks for fellow students.
 - Assisted 7+ companies with their on-campus hiring process.