Abhijeet Krishnan

2704D Brigadoon Dr, Raleigh NC 27606 USA (+1) 919-239-5856

abhijeet.krishnan@gmail.com https://www.linkedin.com/in/abhijeet-krishnan https://github.com/AbhijeetKrishnan

Education

North Carolina State University

Raleigh, NC

• PhD, Department of Computer Science

Jan 2018 - present

o 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.

Work Experience

Knexus Research Corp.

National Harbour, MD, USA

AI Intern

June 2019 - Aug 2019

 $\circ\,$ Designed and developed a system for generating children's stories.

- $\circ\,$ Invented a story graph structure to generate infinitely varying plots from a bank of mini-plots.
- $\circ\,$ Used an automated planning tool for narrative generation.
- References:
 - * Dr. Michael Flovd (michael.flovd@knexusresearch.com)
 - * Justin Karneeb (justin.karneeb@knexusresearch.com)

Goldman Sachs

Bengaluru, KA, India

Summer Employee

May 2016 - Aug 2016

- $\circ\,$ Submitted a patch for a bug in a 1500+ line C++ code base.
- $\circ\,$ Developed a real-time statistics monitoring tool for internal business processes.
- Developed an automation script as part of an intra-division hackathon.
- Reference: Nitin Bansal (https://www.linkedin.com/in/nitinbansal87)

Academic Projects

Player Modelling using Gameplay Video Classification

Artificial Intelligence II, CSC 720

Jan 2019 - Apr 2019

- o 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

Barclays Hackathon 2016

Operating Systems Principles, CSC 501

Jan 2018 - Apr 2018

 $\circ\,$ Implemented paging in XINU, a Linux-like OS.

Other Projects

Credit Card Application Automation

Pune, MH, India

Mar 2016

• Parsed a customer form using tesseract-ocr.

- Generated synthetic data to model credit card applications.
- Built a regression model to assign credit scores to applications.

Skills

Languages: Python, C, C++, Javascript, Java, bash, SQL, PHP, PDDL

Applications: git, gdb, clingo, GNU Octave, MATLAB, MariaDB

Libraries: TensorFlow, tesseract-ocr, JUnit

Activities

• Competitive Coding

Aug 2015 - present

- $\circ\,$ 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.