Anand Mahadevan

https://www.linkedin.com/in/anand---mahadevan/

theanandmaha@gmail.com
(408) 464-1083
Cupertino, CA
github.com/AnandMaha

EXPERIENCE

System Two Security – Proactive Threat Hunting with Gen AI

Data Science / AI Intern

August 2024 - October 2024

- Used LLM to translate Sentinel / Splunk / Elastic security rules into Sigma rules
- Extract rule data from github repos and analyze most relevant rules for prompt engineering
- Extract KQL queries from generated Sigma rule to identify matching functionality from original Sentinel / Splunk / Elastic queries

qtr.ai – AI-guided visual quarterly planner

Machine Learning Intern

April 2023 - December 2023

- Built QuickCapture system - Implemented a Flask app using spaCy Named Entity Recognition (NER) to extract entities such as the start date and frequency from a given task (ex. "Run two miles every other week starting Tuesday until October).
- Built Task Categorization -
    - Utilized gpt2-large Hugging Face model to generate training data for User defined categories.
    - Classify User tasks with the classy-classification model and the generated training data.
- Built Weekly Summary Generator - Utilized Task Categorization module and sentiment analysis with textblob to generate a weekly summary for Users.

PROJECTS

Quick Capture — *Named Entity Recognition, utilizing spaCy*

Implemented a Flask app using spaCy Named Entity Recognition (NER) to extract entities such as the start date and frequency from a given task (ex. "Run two miles every other week starting Tuesday until October).

Github link

Plant Disease Classification — *ResNet-9 Image Classification*

Backend Lead for model development for classifying plant diseases of 8 unique plants and 13 diseases. 99.52% accuracy model after 2 epochs.

Github link

UK Crime — *Data Analysis, utilizing pandas and sklearn*

Performing EDA, Visualization, and Correlation Analysis on UK Crime ranging from Jan. 2023 - Aug. 2024 using publicly available data from https://data.police.uk/data/

Github link

SKILLS

Python

Prompt Engineering

Javascript

Node.js

JSON

Mongoose

MongoDB

HTML

spaCy

NLP

TensorFlow

PyTorch

scikit-learn

Flask

PostgreSQL

Web Scraping

C++

Java

Ship Container Organization — *Graphical, simulation coded in Python*

Backend Lead for College Senior Capstone Project. Load and Unload a container from a ship bay in optimal time using intelligent search. Balance the ship by maritime balancing requirement using iterative-deepening search for optimal time ordering.

[Github link](#)

Castle Climber — *Text-based, I/O game coded in C++*

A dungeon-run style game using a Factory design model for the 3 different difficulties. Inheritance used for the Characters in the game, including all heroes and enemies.

[Github link](#)

EDUCATION

University of California, Riverside - *Computer Science M.S.*

Unweighted GPA - 3.9

September 2019 - December 2024

CERTIFICATION

Back End Development and APIs - July 2024

- Certificate for Javascript to build web applications through microservices, Node.js, and MongoDB.
  [Certification](#)

Introduction to Artificial Intelligence with Python CS50 Harvard - December 2023

- Certificate for CS50 Harvard Artificial Intelligence Course exploring various Machine Learning projects and techniques.
  [Certification](#)

Machine Learning with Python - August 2022

- Certificate for various ML techniques for TensorFlow, Image and Text Classification, Regression Models, and KNN algorithm. 300 hours worth of coursework.
  [Certification](#)