Aniruddha Upadhya K

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Education

NMAM Institute of Technology, BE in Electronics and Communications

Dec 2021 - Present

• CGPA: 8.51/10.0

Poorna Prajna PU College, PCMCs

June 2019 - July 2021

• Percentage: 98.0%

Experience

Product Engineer Intern, Edgeverve Systems Ltd. – Bengaluru

Feb 2025 - Present

- Contributing to enhancements in the company's core codebase using C/C++, and writing SQL queries to support new feature development and data analysis
- Gaining hands-on experience with debugging and profiling tools such as GDB and Valgrind
- Tools Used: C, C++, GDB, Valgrind, Postgres, Oracle

Research Intern, JP Morgan Chase & Co. - Remote

Sept 2023 - Dec 2024

- Designed and developed end to end framework that enhances security of Federated Learning system using Zero-Knowlege Proofs
- Comprehensive analysis of Federated Learning, cryptography techniques, and aggregation strategies and compare them with the state-of-the-art techniques to assess the overall efficacy of the framework
- Tools Used: Noir, Node is, Express is, Numpy, Django, SQLite, Docker

Patents

Mammogram Analysis and Breast Cancer Localization System and Method Thereof

Jan 2025

Shankari N, Dr. Vidya Kudva, Aniruddha Upadhya K, Ashish Shankar, Ashwin Raj K R, Amarendra Kumar Singh, Mr. Shashi Kumar Shetty, Dr. Vijay Kubihal

lindian Patent Application 202541004479 A, Published Jan. 31, 2025 (Patent pending)

Projects

Text Editor

Github

- Developed a memory-safe, Nano-inspired text editor in C supporting essential navigation and editing commands
- Implemented a dynamic status line displaying file info, cursor position, and real-time status messages
- Tools Used: C, GDB, Valgrind

Krishna Veni Ashrayadhama Website

Website Github



- Informational website for Ashraya Dhama, supporting English and Kannada with an integrated admin dashboard that allows for easy management of dynamic content, including text, images, videos, and links
- Tools Used: Next js, Typescript, Tailwind, Sanity

Incridea'24

Github

- Built interactive 3D pages including camera controls and character animations for Incridea'24
- Developed an HTML5 Canvas platformer mini-game with character movement, jumping, collision detection, sprite animations, and sound effects
- Tools Used: Next js, Three js, React 3 Fibre, GSAP, Framer Motion, Tailwind

Technologies

Languages: C++, C, Javascript, Typescript, Python

Technologies: Postgres, GDB, Valgrind, Linux, Nix OS, React js/Next js, Git, Vim/Neovim