

# Aniruddha Upadhyaya K

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github.com/aniruddha-upadhyaya-k


## Education

<b>NMAM Institute of Technology</b> , BE in Electronics and Communications	Dec 2021 – Present
• CGPA: 8.51/10.0	
<b>Poorna Prajna PU College</b> , PCMCs	June 2019 – July 2021
• Percentage: 98.0%	





## Experience

<b>Product Engineer Intern</b> , 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	
<b>Research Intern</b> , 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-Knowledge 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 js, Express js, Numpy, Django, SQLite, Docker	

## Patents

<b>Mammogram Analysis and Breast Cancer Localization System and Method Thereof</b>	Jan 2025
Shankari N, Dr. Vidya Kudva, <b>Aniruddha Upadhyaya K</b> , Ashish Shankar, Ashwin Raj K R, Amarendra Kumar Singh, Mr. Shashi Kumar Shetty, Dr. Vijay Kubihal	
 Indian Patent Application 202541004479 A, Published Jan. 31, 2025	

## Projects

<b>Text Editor</b>	 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	
<b>Krishna Veni Ashrayadhama Website</b>	 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	
<b>Incridea'24</b>	 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