Ansh Chaurasia

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AnshKetchum

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Summary _

Experienced AI software engineer with a proven track record of developing innovative solutions using machine learning, computer vision, and software development. Skilled in leading technical development, securing funding, and contributing to AI-based products for sports coaching, biotechnology, and art generation. Passionate about leveraging technology to solve complex problems and drive impactful outcomes.

Education

BS UC Berkeley, EECS

2014 to 2015

- GPA: 4.5 UW
- Computer architecture, Computer Security, Integrated Circuit / Chip Design, Machine Learning, Mathematical Optimization Models, Discrete Math and Probability Theory, Structure and Interpretation of Computer Programs, Designing Information Devices and Systems I. Algorithms & Complexity

Work Experience _

flockfysh Inc, Founding Engineer

[Location]

Led the technical development of an AI system, securing a pre-seed round at a 1B valuation.
Published open-source package "refyre" on PyPI to streamline local file management. Built a command-line interface for customers to access MongoDB and DigitalOcean data.

Gamelore Inc, AI Software Engineer

[Location]

 Utilized TensorFlow 2.0 to contribute to AI-based product for sports coaching and physiotherapy. Developed YOLO model for action recognition with 85 percent accuracy. Patented ball detection algorithms used in sports like tennis.

Ambrego Inc, Al Software Engineer

[Location]

 Automated guide RNA calculation process using Python and contemporary biotechnology Al software. Utilized AlphaFold, Equidock, and Equibind for accuracy and prediction.

Personal Projects ____

AI Art Generation

[Location] Fall 2022

 Fine-tuned Stability Al's Stable Diffusion XL text-to-image model using the Low Rank Adaptation (LoRA) technique. Created concept anime art sold as an NFT and designed vector logos for branding projects.

[Location]

Voice Controlled AI Robot

• Built a robot using embedded systems like Arduino and implemented voice matching for voice command responses.

Spring 2023

Skills

Programming Languages: Python, C++

Tools & Technologies: TensorFlow, MongoDB, DigitalOcean, Arduino, PCA, AlphaFold