

Charan Kumar

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EDUCATION

University of Southern California <i>Master of Science in Computer Science - Artificial Intelligence</i> – Relevant Coursework: Foundations of Artificial Intelligence, Web Technologies, NLP, Machine Learning	Los Angeles, CA, USA <i>Aug 2024 – May 2026</i>
SRM Institute of Science and Technology <i>Bachelor of Technology in CSE with Specialization in AI and ML</i> – Relevant Coursework: AI, Neural Networks, Computer Vision, Applied ML, Statistical ML, NLP, Robotics, Computer Networks, Data Structures	Chennai, TN, India <i>Sept 2020 – June 2024</i>

TECHNICAL SKILLS

Languages: Python, C++, HTML/CSS, SQL, C, R, JavaScript
Tools/Technologies: Android studio, Swift, Docker, REST APIs, AWS, Azure, Tableau, PowerBI, GCP, Node.js, React, Django, Flask, MySQL, MongoDB, Bash/Shell scripting, TensorFlow, PyTorch, Keras, Rasterio, OpenCV, NLP, GDAL, , spaCy, scikit-learn, XGBoost, Computer Vision, pandas, NumPy, Matplotlib, GeoPandas, seaborn, joblib, Deep Learning, Langchain, LangGraph, LLM, Autogen, RAG, CAD, ChatGPT, Claude, Deepseek, LlamaIndex, Hugging face.

EXPERIENCE

AI Intern <i>CoEZET IIT Madras</i> – Developed a full-stack lab reservation application with an integrated LLM-powered recommendation system for 500+ students and faculty, digitizing booking workflows for 10+ laboratories and reducing administrative labor by 75% – Engineered an intuitive digital platform to centralize real-time availability tracking, optimizing resource utilization and increasing student lab engagement by 50% through LLM-driven personalized suggestions and automated confirmation systems – Led end-to-end implementation including LLM fine-tuning , stakeholder requirement gathering, cross-functional testing, and user training, achieving 98% adoption rate within the department within first 3 deployment cycles	Apr 2024 – June 2024 Chennai, TN, India
Academic Intern <i>NUS Advanced Computing for Executives</i> – Designed a letter recognition framework utilizing neural networks aimed at children's education; communicated clear objectives while coordinating efforts among team members, resulting in positive engagement from over 100 students during testing sessions – Led a team of 3 to build a letter recognition system using neural networks and pattern recognition , communicating project goals and coordinating efforts to enable kids to learn and practice the English alphabet – Integrated AWS services, leveraging EC2 instances for hosting, utilizing AWS Hadoop for data processing, and optimizing cloud-based deployment. – Assessed an interactive letter recognition model with a team of 2 , leading data training and attaining 93% accuracy , enhancing children's learning capabilities	July 2023 Singapore
Software Developer Intern <i>DSSI Solutions</i> – Developed a high-performance inmate monitoring system in C++ using OpenCV that analyzed surveillance footage in real-time, reducing incident response times by 45% – Created a secure access control module with encrypted authentication, handling 1000+ daily transactions while generating detailed logs for compliance	Nov 2022 – Jan 2023 Chennai, TN, India

PROJECTS

Agent Decision-Making through Multimodal LLM-RAG Simulation [Research project] – Currently developing a novel multimodal RAG system that retrieves relevant GUI visualizations based on textual action descriptions, targeting a 70% improvement in web agent decision accuracy across 15+ diverse web interfaces – Implementing an experimental LLM-based trajectory simulation framework that generates 8-10 possible interaction paths per task, projected to reduce navigation errors by 45% compared to traditional reactive agents	Jan 2025 - Present
AI-Driven Financial News Sentiment Analyzer – Processed 500,000 news articles with fine-tuned transformer models (BERT, RoBERTa), achieving 92% accuracy, 0.89 F1-score , and 2-sec prediction times. – Enhanced stock movement prediction accuracy by 12% through sentiment-trend correlation and Conducted backtesting on 5 years of historical financial data, validating the system's predictions with a 10% higher ROI compared to traditional rule-based models.	Jan 2025 - Feb 2025
Game playing AI agent- Little GO – Developed a high-performing AI agent that played the Little-Go game, leveraging the Alpha-Beta pruning and NegaMax algorithms to optimize decision-making. – Achieved a 98% win rate , outperforming advanced AI opponents trained with different strategies, demonstrating superior search optimization techniques	Nov 2024 - Jan 2025