

Arun Jose

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Education

Computer Science and Engineering – B.Tech
College of Engineering Trivandrum
08/18 – Present • CGPA: 8.91

Indian School Certificate
Loyola School Thiruvananthapuram
06/05 – 03/18 • ISC: 91.6%

Awards

EVOKE'19 Hackathon
Winner, out of 15+ teams
National level tech summit by IEDC & IEEE SB TKMCE

Reboot Kerala Hackathon
2nd Runner Up, out of 30+ teams
State level Hackathon series by the State Department of Higher Education

Pass the Code
Winner, out of 15+ teams
State level tag-team competitive coding competition by IEEE SB GECBH, IEDC, and ISTE

AKCSSC Web Design Contest
1st Place
State level web design competition by IEEE CSKS

Oratrium
Winner; Master Oratrium
State level public speaking competition by JCI

Technical Skills

Python	=====
React + Native	=====
JavaScript	=====
HTML, CSS	=====
ML	=====
Java	=====
DL	=====
C++	=====

Acquainted: C, Assembly (x86), Octave

Work Experience/Volunteering

04/2021 – Present	Co-ordinator MIRIx Trivandrum <ul style="list-style-type: none">• We do independent research and discussion on open questions in AI Safety, to ensure AGI has a positive impact.
01/2021 – Present	Co-ordinator, Founder IEEE Computer Society Kerala Section, AI Group <ul style="list-style-type: none">• I'm in charge of overseeing activities related to AI in the state.• I've co-founded SIGs in AI in five Student Branches, helped in the conduct of their events, and maintained inter-college communication channels.
02/2020 – Present	Co-ordinator, Founder IEEE SB CET Special Interest Group in AI <ul style="list-style-type: none">• I organized workshops, competitions, and webinars, notably:<ul style="list-style-type: none">• A 10-day workshop introducing the concepts and implementations of Machine Learning, Deep Learning, and Friendly AI. The material I wrote for it has been used in multiple other workshops since.• A competition relating to AI Safety, which closed with an analysis of the common fallacies faced.• A webinar series on data science.
09/2020 – 04/2021	Software Intern Airli, OrbitAustralia <ul style="list-style-type: none">• I designed and contributed to the development of a web front-end for the deprecated Airli framework.
02/2019 – 08/2019	Logistics Manager MuLearn <ul style="list-style-type: none">• Oversaw heuristics of instructional methods and handling of source material.• Managed and formatted the MuLearn website.

Projects / Publications

Metise (Preprint; Tensorflow)
Reversible colour-density image compression using conditional adversarial networks.

Calibration Game (React Native)
Android app operating under the rules of the credence calibration game. I handled design, development, and deployment.

Aumann's Game (NextJS, Node)
A multi-player web version of the calibration game. I handle design and code the front-end.

Mentem (Tensorflow, SpaCy)
Platform for mental health support and triage using speech and facial analysis.
Won 3rd place at Reboot Kerala Hackathon.

Veris (NextJS, React Native, Node)
Open-source web/app framework for college administration, deployed in CET.

Karma (HTML, PHP)
System to facilitate fast rescue during emergencies. 1st Place at national-level EVOKE'19 Hackathon.

Phemos (Python)
News ordering algorithm relating to a feedback loop on media and polling.