

Keshav Gorur Sriram

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EDUCATION

Bachelor of Engineering in Information Science and Engineering <i>Rashtreeya Vidyalaya College of Engineering</i> CGPA (until 6 th semester): 9.31	Dec. 2021 – Present <i>Bengaluru, Karnataka</i>
Pre-University Course (12th standard): PCME <i>Rashtreeya Vidyalaya Pre-University College</i> Percentage: 97.67	May. 2019 – July 2021 <i>Bengaluru, Karnataka</i>

INTERNSHIP

Software Engineer intern - Samsung R and D Institute Bangalore (SRIB) <ul style="list-style-type: none">Worked on improving various CUJ (Critical User Journey) experiencesConducted background studies on existing solutionsPerformed data cleaning and analysis on system snapshotsBrainstormed with team to propose an algorithm to minimize lag during CUJs	May 2024 – July 2024
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PROJECTS

Samsung project - Game Frame Analyzer <i>Python, PyTorch, Deep Learning</i> <ul style="list-style-type: none">Collected, annotated, pre-processed and augmented image data (100+ images)Trained a YOLOv8n-seg model, obtaining an accuracy and F1-score greater than 90%Implemented a tweak for Optical-flow based frame interpolation programsModified a frame interpolation pipeline accordingly, yielding good results in preserving text and UI-elements	June 2023 – November 2023
Template library <i>C++, Data structures</i> <ul style="list-style-type: none">Created a library of Data Structures which provides a subset of the functionality of the C++ Standard Template Library (STL)Implemented containers like Vector, Queue, Stack and Dequeue in a templated fashionUsed Object Oriented Programming concepts like inheritance and operator overloading extensively in structuring and developing the library	December 2023 – February 2024
Project-89K : A Chess website <i>Chess AI, HTML, CSS, JS, SQL</i> [Demo] <ul style="list-style-type: none">Implemented sign-up, login and authentication using Bcrypt and Express.JSBuilt an automatic pairing system to facilitate users to play against others online using Socket.IODesigned a chess AI with multiple difficulty levelsExtended functionality to allow a user to play simultaneous gamesIncorporated the ELO rating system to enable players to gauge their skill	January 2024 – April 2024

TECHNICAL SKILLS AND COURSES

Languages: C/C++, HTML, CSS, JavaScript, SQL, Java (basic), Python (basic), C# (basic)
Tools, technologies and libraries: Linux, Git, NodeJs, MySQL, Socket.IO, REST APIs, Unity (basic)
College courses: Operating Systems, Data Structures and Algorithms, Database Management Systems, Computer Networks

ACHIEVEMENTS AND EXTRACURRICULARS

Achievements: Secured 1st place in the college Chess tournament held in 2023. Also part of the college Chess Team. We secured 2nd place in Bangalore Zone and 3rd Place at the Inter-Zonal(state) level in the 2022 VTU chess tournament.
Volunteer Experience: Part of RV QuizCorp, the quizzing club of RVCE. Curated questions, handled registration desks, involved in marketing the quiz to students across the college for UTPT(Under the Peepal Tree) 2022 and UTPT 2023, which is the flagship annual Quiz-Fest conducted by RV QuizCorp.
Interests: Table tennis, Chess, Badminton, Quizzing