

Excelled with fine-tuning large language models, architecting GenAI pipelines, and developing performanceoptimized ML infrastructure across both research and production environments. Targeting opportunities to leverage experience to build scalable, intelligent systems that solve complex real-world problems and drive

Medhavi Monish

AI/ML ENGINEER | GENAI | LLM FINE-TUNING





CORE COMPETENCIES

Large Language Model (LLM) Fine-Tuning

Generative AI (GenAI) Systems Design

Retrieval-Augmented Generation (RAG)

Deep Learning & Neural Network Architecture

Low-Level ML Infrastructure

Data Preprocessing & Feature Engineering

Model Evaluation & Optimization

Reinforcement Learning

End-to-End ML Pipelines

Simulation & Agent-Based Modeling

Cloud & ML Ops

Natural Language Processing (NLP)

Cross-Functional Collaboration

Agile Product-Oriented AI Delivery



PROFILE SUMMARY

- Al/ML Engineer with 4 years of experience in designing and deploying Machine Learning systems, including large-scale GenAl models, reinforcement learning agents, and infrastructure-level ML components using C++/CUDA and Python.
- Currently at PowerSchool as Software Engineer I, developing GenAl-powered education technology features such as AI tutors, career counselors, and knowledge-tracing tools, while leading ML design for flagship products.
- Lead Developer of PowerBuddy, an Al-powered analytics platform at PowerSchool, architecting core algorithms for GPT-based data interpretation, NLP-to-SQL pipelines, and vector-free retrieval systems optimized for sub-150ms latency.
- Skilled in fine-tuning large language models (LLMs) such as LLaMA using Supervised Fine-Tuning (SFT), PPO, and DPO techniques, with hands-on experience on AWS SageMaker focusing on structured outputs, reward shaping, and output consistency.
- Proficient in ML infrastructure, building lightweight AI engines from scratch with C++/CUDA, implementing tensor operations, matmul kernels, and ANN inference on non-NVIDIA GPUs via OpenCL.
- 0 Proven capability to deliver end-to-end AI projects, covering data preprocessing, model training, evaluation, and deployment for applications like real-time face recognition, semantic context selection, and self-driving simulation agents.
- Strong cross-functional skills, combining back-end engineering (C#, SQL, Angular), open-source frameworks (PyTorch, TensorFlow, OpenCV), and data tools (Snowflake, MongoDB) to create scalable, productionready AI systems.



TECHNICAL SKILLS

- 0 Programming Languages & Systems: C++, Python, C#, Java, JavaScript 0
 - AI/ML Frameworks & Libraries: PyTorch, TensorFlow, TRL, OpenCV
- 0 GPU & High-Performance Computing: CUDA Kernels, OpenCL, Numba
- 0 Simulation, 3D, & Visualization Tools: Unity3D, Blender
- Data Engineering & Storage: Snowflake, SQL, MongoDB
- Web & Front-end Technologies: React.js, Angular
- Cloud & MLOps: AWS (S3, EC2, SageMaker), Docker, GitHub Actions, Google Colab



WORK EXPERIENCE

Jul'21

Present

PowerSchool

Growth Path:

Associate Software Engineer I (Jul'21 - Mar'22)

Associate Software Engineer II

Software Engineer I (Apr'23 - Present)

As Software Engineer I:

Projects Undertaken:

DeepSeek-R1 Replica & LLaMA Fine-Tuning

Technologies Used: LLaMA, PPO, TRL, YAML

Responsibilities:

- Recreated core capabilities of DeepSeek-R1 prior to its official release, showcasing forward-leaning research and engineering initiative.
- Fine-tuned LLaMA using PPO with TRL, optimizing model behavior through reinforcement learning.
- Enforced structured YAML outputs and applied domain-specific reward shaping to improve factual accuracy and reasoning consistency.



Master of Computer Applications (MCA) Birla Institute of Technology, Mesra

CGPA: 8.4

2018

Bachelor of Computer Applications (BCA)

Birla Institute of Technology, Mesra CGPA: 7.74



PERSONAL PROJECTS

Cortana++ (In Progress)

- Building a lightweight ML engine in C++/CUDA supporting tensor ops, broadcasted matmul, reduction, and Dense
- Designing for high performance with minimal dependencies and tight GPU integration.

Darwin's Silicate Organism (Design Complete)

- Architected a modular AI framework inspired by survival-driven intelligence, focusing on memory, reward, and curiosity.
- Implementation pending; built to explore open-ended learning behaviors.

TwinSqueeze - Siamese Network for Embedding Compression

- Developed a Siamese network using MiniLM-L6-v2, fine-tuned on STS-B, to compress 384-dimensional embeddings while retaining domain-specific semantic accuracy.
- 0 Incorporated NEFTune-style loss regularization ($\alpha = 0.75$) to enhance training stability and generalization.

GreedyContext

- Developed a context-selection system reducing LLM token usage and latency via semantic trails of relevant messages.
- Used sentence embeddings, cosine similarity, and greedy graph traversal for optimal message selection.

Custom DeepFake Pipeline

- Built a DeepFake inference engine on AMD GPU using OpenCL, without external ML libraries.
- Manually implemented ANN inference, showcasing low-level GPU compute control.

Unity3D Self-Driving Simulation

- Simulated self-driving in Unity3D using a Blender-designed car and track with continuous-action PPO agents.
- Integrated GPS-based routing to navigate new, dynamic paths.

Conway's Game of Life - Genetic Algorithm

- Created a genetic algorithm to evolve minimal seed patterns for full-grid coverage.
- Focused on efficiency and emergent complexity in cellular automata.

Vector-Free Retrieval-Augmented Generation (RAG) System

Technologies Used: Pandas, Cosine Similarity

Responsibilities:

- Engineered a highly efficient RAG system with <150ms latency, enabling near real-time performance.
- Eliminated reliance on vector databases by using pandas and cosine similarity, simplifying infrastructure while preserving retrieval quality.

Siamese Network for Embedding Compression

Technologies Used: PyTorch, Contrastive Loss

Responsibilities:

- Designed and trained a custom Siamese neural network to compress high-dimensional embeddings.
- Improved similarity scoring accuracy while reducing memory and computational overhead.

PowerBuddy – Core Algorithm Design

Technologies Used: NLP, SQL, LLMs, Code Execution Frameworks Responsibilities:

- Developed an advanced **NLP-to-SQL** translation engine to convert natural language into executable database queries.
- Built a custom code interpreter inspired by OpenAl's architecture, enabling PowerBuddy to process and execute user logic dynamically.
- Enabled multi-modal interaction, positioning PowerBuddy as a central intelligent assistant in the platform.

Partial JSON Streaming for LLMs

Technologies Used: JSON, LLM APIs

Responsibilities:

- Created a resilient streaming method for partial JSON outputs from LLMs, addressing a common bottleneck in real-time AI applications.
- Resolved failures in traditional parsers, enabling consistent downstream consumption of incomplete or partial responses.

LLM Fine-Tuning with SFT & DPO

Technologies Used: Supervised Fine-Tuning (SFT), Direct Preference Optimization (DPO), custom reward models

Responsibilities:

- Trained large language models using both SFT and DPO techniques, improving performance on complex reasoning and instruction-following tasks.
- Incorporated structured reward signals and enforced output formatting to ensure alignment with task-specific constraints.

Al Tutor & Career Counselor – PowerBuddy Tools

Technologies Used: GPT, LLM APIs

Responsibilities:

- Developed an Al-powered tutoring assistant to provide on-demand academic support across subjects.
- Implemented a personalized career guidance system to help students explore academic paths and future career options, improving student engagement and planning.

As Associate Software Engineer II:

Highlights:

- Designed and implemented ERP module APIs using C# (ASP.NET) and Angular 4, supporting business logic and user workflow.
- Resolved production-level defects, refined UI elements, and supported ongoing improvements to CI/CD pipeline processes.
- Handpicked by the ERP Director mid-year to join the AI team, in recognition of strong technical contributions and adaptability.
- Worked on advanced AI features, including student knowledge modeling, debugging adaptive learning systems, dynamic test difficulty adjustment, and personalized learning content delivery.

As Associate Software Engineer I:

- Contributed to UI enhancements by adding custom fields to ERP screens and resolving reported production bugs.
- Redesigned the application header bar to meet updated UI/UX specifications and design requirements.
- Provided ongoing support for minor UI revisions and participated in code maintenance tasks.