# Pragadeesh KMS

LinkedIn | Portfolio

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#### **OBJECTIVE**

Highly motivated professional with hands-on experience in **diffusion models** and **large language models**. Passionate about building real-world **generative AI** applications and solving challenging problems through innovative **AI** solutions.

#### **EDUCATION**

#### S.R.M Institute of Science and Technology

Chennai, TN, India

B. Tech in Computer Science and Engineering; CGPA: 9.23

Sept 2020 - Jun 2024

Coursework: Data Structures and Algorithms, Operating Systems, Artificial Intelligence, Database Systems, Computer Architecture, Compiler Design, Linear Algebra, Statistics, and Calculus.

#### SKILLS

- Languages: Python, React, Tailwind CSS, Node.js, SQL, Js, Typescript, PyTorch, Keras, Transformers, Diffusers.
- Technologies: Google Cloud Platform, Microsoft Azure, Docker, Open AI Playground, Hugging Face.
- Research Areas: Machine Learning, NLP, Deep Learning, Generative AI, 3D Geometry.

### EXPERIENCE

Unremot Remote, IN
AI Engineer Feb 2024 - Jan 2025

- Developed AI-bots and Co-pilots for **The Wadhwani Foundation**'s Ed-Tech platforms and collaborated in creating, training, and testing two AI Ed-Tech platforms tailored for student entrepreneurs and SME business owners.
- Designed advanced prompting strategies, including COT, TOT, ReAct, Reflexion, Self-consistency and multiagent methods, improving system robustness and preventing prompt hacking.

SOUL AI

AI Prompt Engineer

Remote, IN

Sept 2023 – Jan 2024

• Trained a state-of-the-art large language model (LLM) using Reinforcement Learning with Human Feedback (RLHF), achieving over 90% accuracy in user responses.

• Applied expertise in Computer Science and Mathematics, to develop an AI tutor optimized for educational applications.

# PROJECTS

- Unified Research Assistant: Built a collaborative research papers platform using Llama 3.1 and LangChain, with Arxiv and Semantic Scholar APIs. Integrated Supabase for secure storage and management of user data.
- Tenant Management System: Developed a full-stack tenant management system. Integrated real-time data storage using Firebase Authentication and Cloud Firestore for secure logins.
- 3D Generation using Vision Transformers: Built a ViT-based pipeline to generate high-fidelity 3D textures from a single 2D image using NeRF for volumetric reconstruction, VAE and PEFT for lightweight model adaptation, while optimizing for speed and memory efficiency. Trained on Objaverse dataset of 100k 3d objects.
- Vision Guard: Engineered a real-time Personalized Content Moderation tool using RT-DETR, CLIP, and SAM-2 to detect and blackout screen content based on user-defined keywords, enabling content control and enhanced focus.
- Dynamic AI Gaming with LLMs: Developed a real-time gaming framework integrating LLMs, RAG, and vector databases to generate adaptive NPC dialogue, context-aware quest generation and gameplay.
- Optimized Image Generation Pipeline: Developed a image generation pipeline for low latency and reduced memory footprint using float16 inference, FlashAttention, and accelerated denoising samplers.

## Thesis & Publications

- Type Sculpt: Text-to-3D Generation with Personalised Precision using Adaptive Attention Mechanism IRCCTSD'24 (Best Paper Award), Published in Springer Nature
- Synergizing Creativity and Code: A Quantum Leap in Game Development through Conversational AI

#### EXTRACURRICULARS

- Machine Learning Specialization: Coursera, 2024
- ML-Ops Specialization: Duke University, 2024.
- Azure AI-900: Microsoft, 2024.
- Reinforcement Learning: Hugging Face, 2023.
- Speaker: Led a team and delivered seminars on AI, ML, and LLMs to high-school students.
- Leadership: Headed WHHC and ACE club events and coordinated DI Club initiatives at SRM University.