Pragadeesh KMS

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Salem, TN, India
LinkedIn | Portfolio

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

- **Programming & Frameworks**: Python, SQL, C++, JavaScript, 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 **multi-agent** methods, improving system robustness and preventing prompt hacking.

SOUL AI — Remote, IN
AI Prompt Engineer — *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, including **Statistics, Geometry,** and **Probability**, to develop an AI tutor optimized for educational applications.

Projects

- **Text-to-3D Generation Using Vision Transformers**: Developed a **ViT**-based system to generate 3D models from a single 2D image, ensuring texture accuracy while **minimizing computational overhead and latency.**
- **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**: Created a gaming framework integrating LLMs and RAG to design **adaptive and intelligent NPCs**, enhancing player interaction and dynamic storytelling.
- **Speech-to-Image with Advanced Prompting**: Implemented a multilingual system using **Whisper** and **Diffusers** to convert speech into images with **low latency** and **high accuracy** through advanced prompting techniques.

Thesis & Publications

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

Awards and Certifications

- **Machine Learning Specialization**: Coursera, 2024
- **ML-Ops Specialization**: Duke University, 2024.
- **Azure AI-900**: Microsoft, 2024.
- **Best Project Award**: Library Management System: DBMS, 2023.
- **Reinforcement Learning**: Hugging Face, 2023.

Volunteer Work

- **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.