

Pragadeesh KMS

[GitHub](#) | [LinkedIn](#) | [Portfolio](#)

kmspragadeesh6000@gmail.com

+91 9489646000

Salem, TN, India

EDUCATION

- **S.R.M Institute of Science and Technology** Chennai, TN, India
B.Tech in Computer Science and Engineering; CGPA: 9.28
Sept 2020 – Jun 2024
- **S.K.V. Matriculation and Higher Secondary School** Namakkal, TN
10th / 12th Grade
2017 – 2019

SKILLS

- **Languages:** Python, SQL, Java, Rust, Shell
- **Areas of Expertise:** Machine Learning, Generative AI, NLP, Deep Learning, RLHF, Cloud Computing
- **Platforms:** Google Cloud Platform, Microsoft Azure, Hugging Face, OpenAI, Docker
- **Libraries:** TensorFlow, PyTorch, Keras, Pandas, Numpy, Scikit-learn, Transformers, Diffusers

EXPERIENCE

- **Unremot** Feb 2024 – Present
Prompt Engineer - (Part-time, Contractual) Remote, IN
 - Collaborated in creating, training, and testing two innovative AI Ed-Tech platforms tailored for student entrepreneurs and SME business owners, incorporating advanced AI-bots and Co-pilots.
 - Crafted and implemented advanced prompting strategies for each and every section in the AI-Copilot, significantly enhancing its accuracy rate to over 95% within the given limited timeline.
 - Worked closely with cross-functional teams and Directors from The Wadhvani Foundation to ensure seamless integration of AI technologies into the platforms, improving overall user experience and engagement.
- **SOUL AI** Sept 2023 – Jan 2024
AI / Prompt Engineer Remote, IN
 - Trained an AI tutor model using Reinforcement Learning with Human Feedback (RLHF), achieving an accuracy rate of over 90% in responses.
 - Specifically worked on my majors, Computer Science and Mathematics and helped the organization to build the perfect AI tutor with my knowledge.

PROJECTS

- **Text to 3D using (ViT) Attention Mechanism for Textures:** Developed a system to create 3D models from a single 2D image using text prompts. Recognised with Best Paper Award in IRCCTSD'24 Conference.
- **Vision Guard: Personalized Content Oversight Tool:** Built a content moderation system which black out the unwanted contents based on user personalised terms in the monitors using RT-DETR and CLIP methods.
- **Dynamic Gaming Experience using LLMs:** Created an AI game with intelligent Non-playable Characters which makes the game play dynamic by implementing conversational AI using LLMs and RAG methods.
- **Speech-to-Image with Prompt Engineering:** Developed a system capable of converting multilingual spoken prompts into perfect images using whisper and diffusers models with advanced prompt engineering techniques.

PUBLICATIONS

- **Type Sculpt: Text-to-3D Generation with Personalized Precision using Adaptive Attention Mechanism**
- **Synergizing Creativity and Code: A Quantum Leap in Game Development Through Conversational AI**

AWARDS AND CERTIFICATIONS

- **ML-Ops | Cloud Computing Specialization**, Duke University July 2024
- **Best Paper Award**, IRCCTSD'24 May 2024
- **Azure AI-900**, Microsoft May 2024
- **Deep Reinforcement Learning**, Hugging Face Aug 2023
- **Best Project Award**, Library Management System - DBMS May 2023

VOLUNTEER EXPERIENCE

- **Speaker - Seminar on AI, ML and LLMs** MCC Public School, Oct 2023
- **Head of Event Coordinators - WHHC Club** SRM University, Mar 2023
- **Student Volunteer - DI Club** SRM University, Feb 2023
- **Event Co-ordinator ACE Club** SRM University, Oct 2022