

Pragadeesh KMS

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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
12th Grade April 2019
- **S.K.V. Matriculation and Higher Secondary School** Namakkal, TN
10th Grade April 2017

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
- **Frameworks and Libraries:** TensorFlow, PyTorch, Keras, Scikit-learn, Transformers, Diffusers
- **Certifications:** Azure AI-900, Advanced Python, MLOps, Reinforcement Learning

EXPERIENCE

- **Unremot** Feb 2024 – Present
Prompt Engineer Chennai, India
 - 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
Prompt Engineer / AI Engineer Intern Remote
 - 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.

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