

Prashanth Sreenivasan

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Education

Birla Institute Of Technology and Science, B.E., Computer Science Aug 2018 – July 2022

- **Relevant Coursework:** Artificial Intelligence, Information Retrieval, Principles of Programming Languages, Theory of Computation, Discrete Structures for Computer Science, Logic in Computer Science, Data Structures and Algorithms, Linear Algebra, Probability and Statistics

Courses and Certifications

AI and Data Science PG Program, IIT Roorkee May 2024 – May 2025

- Pursuing this 52-week comprehensive certification course covering the theoretical fundamentals of AI and Data Science with multiple hands-on projects conducted by Professors from IIT Roorkee.
- It covers ML, Deep Learning and generative AI fundamentals with hands on projects from real world use cases.

Generative AI Mastery Cohort, 100x Engineers June 2024 – October 2024

- Pursuing this 22-week cohort run by industry experts exposing the latest trends, tools, and concepts in Generative AI with several industry-focused projects.
- The course covers topics like stable diffusion, ComfyUI, building fullstack projects using llms, and multi-agent frameworks.

Experience

Software Engineer, Zynga July 2022 – July 2024

- Worked as a **full stack Unity developer** on Zynga's **FarmVille 3**, a farm simulation game featuring a variety of single-player and multiplayer mini-games.
- Developed two **Social Minigames** end-to-end which enhanced player-player interactions. These games involved real-time events in **multiplayer environment**.
- Developed a **Fishing Minigame** in **Unity** utilizing collider physics, featuring dynamic levels, which used concepts of **Dynamic difficulty adjustment**.
- Implemented a **Downloadable content system** (DLC) to allow in-game asset updates without app updates, allowing easier event reskins and reruns.

Summer Intern, AlgoAnalytics Apr 2021 – Aug 2021

- Developed a product leveraging **LLMs** to fetch and analyze web news, extracting relevant information to build a **knowledge graph** of companies and their activities.
- Implemented a **web crawler** that collects news articles from news pages using and Used **GPT-neo** to classify each line of the crawled news articles.
- Improved the classification accuracy from **40% to 85%**
- Used **MongoDB Atlas** to store all data. Used **airflow** to schedule the code to run everyday, crawl web pages and extract events.
- Built a knowledge graph with nodes representing companies, linked by acquisition events, and containing attributes like funding history, CEO, and countries of operation.

Software Engineer, Intern, LetsTransport Jan 2022 – May 2022

- Set up a new **Jenkins server** on **GCP**, configured credentials, SSH access, and Docker, then migrated services using Jenkins Pipeline for automated builds and deployments.
- Installed and deployed Jenkins on **Kubernetes** for automated scaling and management of containerized applications.
- Migrated data from MongoDB to **PostgreSQL** to leverage improved transaction performance using **TypeScript** scripts.

- Worked with **Unity** and **Vuforia** to develop an Augmented reality catalog that resembles the IKEA app.
- Implemented a feature allowing users to place models of furniture and home decor in their rooms using the app.

Projects

Interior Design Generator

WebPage

- Developed an interior design generator by training **LoRAs** for specific rooms and styles in **Kohya SS**
- Created a **ComfyUI workflow**, that takes in a room's image as input and using edge control trait, outputs the room in different interior design styles.
- Tools Used: Kohya SS, ComfyUI

Path Predicting Enemy in Top Down RPG Game

Github

- Developed a top down RPG, where the player has to escape an enemy and collect coins on the screen.
- The enemy **learns from the players movements** and **predicts the next actions**, creating a challenging chase
- Tools Used: C#, Unity

AI-Based Snake Game Project

Github

- Developed an AI agent using Deep Q-Learning to master the classic Snake game.
- Implemented the game environment with **Pygame**
- Designed a neural network with **PyTorch** for Q-value approximation, and visualized training progress using **Matplotlib**.
- Enhanced the agent's performance through reinforcement learning techniques.
- Tools Used: python, Numpy, Pytorch, Matplotlib

Technologies

Languages: C#, Python, C++ , SQL, Java, Typescript

Software: Unity, AWS cloud services, S3, Stable diffusion, ComfyUI

Libraries: PyTorch, NumPy, Pandas, Langchain, CrewAi

Hobbies and personal interests

Running: Running has become a part of my daily life. I have run 6 half marathons, , with my personal best being just under 2 hours, and one full marathon. Always up for the next big run.

Painting: I like to paint whenever I get a chance and have an idea I want to see on paper. Charcoal, acrylics, oil, and water paints bring my ideas to life.

Tennis: Playing tennis is usually the first thing I do after waking up. One of my favorite ways to stay active. Always in for a match, be it competitive or just a casual game