Prashanth Sreenivasan

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Education

Birla Institue Of Technology and Science, Bachelor of Engineering, Computer Science   Aug 2018 – July 2022

- GPA: 8.0/10.0
- **Relevant Coursework:** Artificial Intelligence, Information Retrieval, Principles of Programming Languages, Theory of Computation, Discrete Structures for Computer Science, Logic in Computer Science, Foundations of Data Science, Data Structures and Algorithms, Linear Algebra, Probability and Statistics

Experience

Software Engineer, Zynga   July 2022 – July 2024

- Implemented a **Downloadable content system** (DLC) to allow in-game asset updates without app updates, allowing easier event reskins and reruns.
- Developed two **Social Minigames**, "Thank You" and "Farm Visits," for FarmVille 3 to enhance player interactions.
- Created a weekly milestone-based "Thank You" minigame which rewarded players who helped others, handling both **frontend and backend** development, and implemented a **Real-time Notification Service** for player interactions.
- Integrated the notification service into the "Farm Visits" minigame to alert players when someone visits their farm.
- Developed a **Fishing Minigame** in **Unity** utilizing collider physics, featuring dynamic levels with varying fish types and difficulty, a milestone-based reward system, and a boat upgrade feature to balance increasing game difficulty.

Software Engineer, Intern, LetsTransport   Jan 2022 – May 2022

- Set up a new **Jenkins server** on **GCP**, configuring credentials and SSH access, and explored Docker for containerization.
- Migrated multiple services to the new Jenkins server using Jenkins Pipeline, automating service 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.

Summer Intern, AlgoAnalytics   Apr 2021 – Aug 2021

- Implemented a **web crawler** that collects news articles from news pages having funding and acquisition info using **BeautifulSoup**.
- Used **GPT-neo** to classify each line of the crawled articles into funding acquisition or unknown events. Initially, the accuracy of classification 40%, improved to 85%.
- Used **airflow** to schedule the code to run everyday, crawl web pages and extract events
- Used **MongoDB Atlas** to store all the news articles and the events extracted from them.
- Built a knowledge graph with nodes representing companies, linked by acquisition events, and containing attributes like funding history, CEO, and countries of operation.

Software Engineering, Intern, Plastic Water Labs   May 2020 – Jun 2020

- 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

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, Matplotib

Interior Design Generator   2024
- 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

Technologies

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

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

Libraries: PyTorch, NumPy, Pandas