Ramnarayanan Vannia Samy

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EDUCATION

University of Illinois at Chicago   **Expected May 2019**
M.S., Computer Science   (GPA: 3.95/4.0)

Video Game design and development, Mobile App Development, Algorithm Design and Analysis, Data Mining and Text Mining, Artificial Intelligence, Data Visualization, Applied AI and Augmented Reality/Virtual Reality.

College of Engineering, Guindy, Anna University   **2017**
B.E Computer Science and Engineering   (CGPA : 8.49/10.0)

SKILLS

Web Technologies: HTML, CSS, JavaScript.   Operating systems: Windows, Mac OX, Unix.

Programming Languages: C, C++, C#, Java, Python, IBM Watson.   Interests: Web dev, Data Science and AI.

WORK EXPERIENCE

Application developer in MAD Lab UIC (C++ and Python)   **Jan 2018-Present**

Developing Arduino code using C++ and develop applications for medical research (using Python).

Worked on a scientific game using Unity for android phones to help in leg movement of elderly patients.

Research and Development Intern UIC (Javascript, Python and QGIS)   **May 2018-Dec 2018**

Worked in the field on Data Science to analyze and visualize the data.

- A geographic information system-based method for estimating cancer rates in non-census defined geographical areas.
- Precision E-Radiomics for Dynamic Big Head & Neck Cancer Data.

Department of IT, Anna University – Research Intern   **Aug 2016 - May 2017**

Internship under the guidance of Dr. Mala Nehru in the domain of cloud computing focused on efficient resource-allocation in cloud. Developed and deployed a software model and successfully accomplished an increase in the profit and reduced the wastage of unused licenses in each slot by introducing them to an auction dynamically.

TECHNICAL EXPERIENCE

Projects

1. AI Pac Man Game   **Dec 2019**

Made a self-playing Pac Man game by training a CNN on 2 hours of training data. MobilNet is used to train the neural network.

2. UIC Admission Chatbot NLP (IBM Watson and Node JS)   **Feb-May 2018**

Scraped data from websites, wrote node js server code to intermediate information flow and integrated it with IBM Watson Conversation.

Designed dialogue for IBM Watson conversation service, used Tone Analyzer for understanding emotions and Discovery service for obtaining information. Fixed problems with incorrect data being sent.

4. Various Android Studio Projects (Android Studio - Java)   **Aug-Nov 2017**

Simulating a 4 digit number guessing game using two players (Java threads, adapters and handlers)

Parsed and display data (in JSON format) from a website according to the user input (AIDL and Services)

5. Cyber Escape (Unity game engine- C# and Blender)   **Aug-Nov 2017**

Developed a 3D PC game in **Electronic Visualization Laboratory in UIC under Professor G.Elisabeta Marai**: Designed character models, structured the game using formal elements, implemented AI, physics, sounds and shaders. Prototyped and tested the game. Worked with a multi-disciplinary team and served as project manager.

6. Animapp (HTML, CSS, php and Java Script)   **Mar-Oct 2016**

Worked with UX designer to articulate the thoughts for website that veterinary doctors use to keep track of the pets they treat under quick deadlines. Worked in agile environment using HTML5, CSS3 and bootstrap.