SARATH M

Machine Learning Engineer

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SarathM1

EXPERIENCE

Specialist
Tata Elxsi

July 2016 – Ongoing | Technopark, Trivandrum

Embedded System Engineer
Unisync Technologies

Jan 2015 – July 2016 | Vyttila, Ernakulam

MOST PROUD OF

My Professional Acheievment
Awarded the highest rating"Outstanding"in three consecutive appraisalcycles inTata Elxsi

My Academic Achievement
Final year academic project "Hexapod" was selected for the finals in State level competition

Martial Arts
Black Belt holder in Shito-Ryu style of Karate

EDUCATION

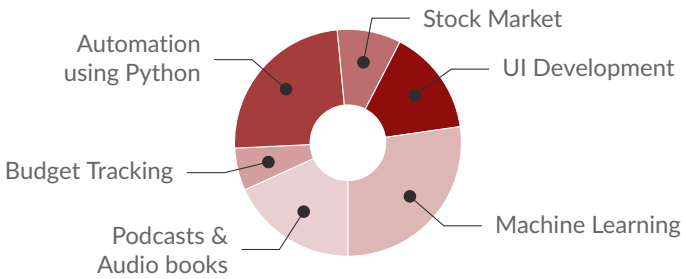
Course in Embedded Systems
Vector India Institute, Bangalore, Karnataka

2014

B.Tech (ECE)
Govt. College of Engineering Cherthala,
Cochin University Of Science and Technology, Kerala

2010 - 2014

INTERESTS



MY LIFE PHILOSOPHY

"Quality is not an act; it is a habit."

STRENGTHS

Team Player | Passionate Programmer | Fast Learner | Hard-working | Eye for detail

SKILLS

- Machine Learning Frameworks
  - Tensorflow
  - Scikit-learn
  - NLTK
- Visualisation & Data Processing
  - Pandas
  - Numpy
  - Flask
  - Bokeh
  - Plotly
  - Grafana
  - Twitter Bootstrap
  - PyQt/PySide
- Continuous Integration & Test Automation
  - Jenkins
  - Robot Framework
- Devops
  - Docker
  - Ansible

LANGUAGES

English
Malayalam
Hindi

PROJECTS

Battery Management System

2020 - 2021

- The objective of the project is to create an intelligent Battery Management System for Electric Vehicles
- Initial prototype for testing SPI communication between BMS master controller and a slave board using Raspberry Pi. Create Machine learning algorithms that predict the age and SOC of the battery cell. Creating a GUI and test-suite for the project

Lidargen

2018-2019

- The objective of the project was to create a tool that would simulate the actual output from a LIDAR sensor. The tool takes three dimensional CAD objects as input and generates corresponding pointcloud. The User is given the freedom to place and orient the multiple meshes to create a virtual scenario
- To mathematical model the behavior of Lidar and simulate the same using Ray Casting. Designing a Qt based user interface.

UAV Based Driver View Enhancement

2017 - 2018

- To develop a proof of concept, using a Drone to enhance the view of the Driver and cover blind spots for a larger area around the vehicle
- Designing a State Machine to control the Drone, Create a web application as a User interface using Python as a backend

Pedestrian Detection & Characterization System

2016-2017

- The objective of the project is to use Deep learning based intelligent algorithms for Driver Assistance and feature addition to Autonomous driving platform
- Development of Deep learning algorithm
- Integration and testing with other modules providing additional ADAS features
- Testing and deployment of the ML model in a NVidia Jetson TX1 platform