

Siddharth R

B.Tech Computer Science and Engineering
SRM Institute of Science and Technology

+91-8939077569

✉ siddharth00867@gmail.com

🐙 github.com/Sid00867

EDUCATION

SRM Institute of Science and Technology

B.Tech Computer Science and Engineering

CGPA: 9.1

Expected 2028

PROJECTS

DreamerV1 World Model

Latent imagination-based reinforcement learning on Gridworld

PyTorch, LightningAI

- Built a custom implementation of DreamerV1 to study world models on discrete Gridworld tasks.
- Evaluated performance under partial observability, long-horizon dependencies, and random layouts.
- Authored a research article analyzing failure modes of Gaussian latent dynamics on DreamerV1 when applied to such tasks.

SafarX

Tourist behavior modeling and anomaly detection

NumPy, sklearn, React

- Developed a mathematical model for the generation of synthetic tourist behavior data
- Achieved >95% accuracy on detecting anomalous behavior such as prolonged inactivity and network drop-off, with statistical techniques to assess location safety
- Minimized false positives for real-world safety scenarios.

Paper2Brain

Research paper to interactive knowledge graph system

Agno, Groq, LlamaParse, React Flow

- Built LLM-Based Multi-agent system to extract semantically structured knowledge graphs from papers to accelerate technical text reading.
- Integrated RAG querying and critique feedback loops for semantic correction and explainability.
- Created interactive UI for graph visualization and refinement.

Atari with DQN

Implementation of DeepMind DQN paper

PyTorch, Colab

- Implemented 'Playing Atari with Deep Reinforcement Learning'.
- Trained DQN on Breakout using T4 GPU.
- Reached basic gameplay within 6 hours of training.

HACKATHONS

HeisenHack 2025

Tourist Safety AI Pipeline

- Built anomaly detection system for tourist safety.
- Integrated into real-time threat alerting pipeline.
- Top 40 out of 700+ teams.

SRM Hackathon 9.0

LLM Healthcare Assistant

- Proposed AI-powered framework for simplification of patient-doctor communications using LLMs.
- Selected for final round out of 200+ teams for idea uniqueness and feasibility.

TECHNICAL SKILLS

- **Languages:** Python, C, Java, JavaScript
- **Frameworks and Tools:** PyTorch, Sklearn, React, Agno, MERN
- **Coursework:** Stanford CS229, Deep Learning and Machine Learning Specialization by DeepLearning.ai
- **Interests:** Reinforcement Learning, World Models, LLM Systems, Research