SIDDHARTH R

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EDUCATION

SRM Institute of Science and Technology *Expected 2028*
B.Tech Computer Science and Engineering *CGPA: 9.1*

EXPERIENCE

Smart India Hackathon 2025
Tourist Safety AI Pipeline – Anomaly Detection Model

- Built an anomaly detection system using synthetic data generation to identify safety risks for tourists.
- Integrated the model into a broader AI pipeline focused on real-time threat assessment and alerting.

SRM Hackathon 9.0 - (LLM Healthcare Assistant)

- Proposed an AI-powered healthcare assistant leveraging LLMs to generate contextual medical reports.
- Selected from the idea presentation round for innovation and feasibility

SKILLS

Languages	Python, C, Java, Javascript
Frameworks	Sklearn, PyTorch, React, Agno
Others	NodeJS, Figma, Express, MongoDB, Pandas, HuggingFace

PROJECTS

DreamerV1 | PyTorch, LighningAI

- Built a custom implementation of the DreamerV1 world model to investigate latent imagination-based reinforcement learning and environment modeling on discrete Gridworld tasks.
- Evaluated model performance under partial observability, long-horizon dependencies, and randomized Gridworld layouts.
- Authored a research article analyzing failure modes of DreamerV1 in discrete Gridworld environments, focusing on limitations of Gaussian latent dynamics and imagination-based planning.

Paper2Brain | Agno, Groq, LlamaParse, React flow

- Developed Paper2Brain, a system that transforms research papers into structured, interactive knowledge graphs using agent-based semantic extraction and refinement.
- Integrated fast parsing, RAG-assisted querying, and iterative critique loops to produce explainable nodes, edges, and relationship semantics
- Built an interactive web app for visualizing and refining agent-generated knowledge graphs from technical documents.

SafarX | Numpy, sklearn, React

- Developed a mathematical model to capture trends in tourist behavior on geospatial and other contextual variables for synthetic data generation
- Demonstrated >95% accuracy on flagging anomalies trained on a RandomForest Classifier, while minimizing false positives

Atari with DQN | Numpy, PyTorch, Colab

- Implemented the paper 'Playing Atari with Deep Reinforcement Learning' in Google colab.
- Trained and optimized a deep Q network for the Atari Game breakout.
- Achieved Basic levels of play within 6 hours of training with a T4 gpu.