

# SREEDHAR RADHAKRISHNAN

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## EDUCATION

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### Carnegie Mellon University, Pittsburgh, PA

Master of Science in Information Networking | **Awarded CMU Graduate Scholarship**

May 2021

**Interests:** Distributed Systems, Applied Machine Learning and Web Development

**Coursework:** Computer Systems, Machine Learning, Cyber Intelligence

### PES University, Bangalore, India

August 2014 - May 2018

Bachelor of Technology in Computer Science and Engineering | **Recipient of Academic Merit Scholarship**

**Relevant Coursework:** Web Services, Big Data, Algorithms, Machine Learning, Operating Systems, Database Systems

**Awarded USC, Viterbi Research Program:** Selected as a Research Intern at the University of Southern California.

## SKILLS

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**Programming Languages:** Java, Python, Go, JavaScript, C, PL/SQL

**Web Technologies:** HTML, CSS, JavaScript, JQuery, AJAX, RESTful Web Services

**Cloud Computing and Big Data Technologies:** Amazon Web Services, Hadoop Distributed Filesystem, Apache Hive

## EXPERIENCE

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### GE

Bangalore, India

#### Software Development Engineer

August 2018 - June 2019

- Implemented a data streaming pipeline using **Java, AWS Kinesis and DynamoDB** to monitor GE asset data changes. The pipeline is built for Change Data Capture of over a million assets.
- Implemented RESTful APIs for features involving GE asset search and retrieval using **Go**.

### University of Southern California, Viterbi School of Engineering

Los Angeles, CA

#### Visiting Research Scholar

June 2017 - July 2017

- Developed a Cycle GAN model for image-to-image translation of labeled Synthetic images (training data obtained from GTA dataset) to their realistic counterpart (training data obtained from Cityscapes dataset).
- The focus of my research was to generate realistic labeled urban scene images that can be used as training data for applications such as Pedestrian Detection and Scene Understanding.

## PUBLICATIONS

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- **Sreedhar Radhakrishnan**, Varun Bharadwaj, Varun M, Srinath R. Creative Intelligence - Automating Car Design Studio with Generative Adversarial Networks (GAN). CD-MAKE 2018. [link.springer.com/chapter/10.1007/978-3-319-99740-7\\_11](https://link.springer.com/chapter/10.1007/978-3-319-99740-7_11)
- **Sreedhar Radhakrishnan**, Jay Kuo. Synthetic to Real World Image Translation Using Generative Adversarial Networks. ICCNT 2018. [ieeexplore.ieee.org/document/8493745](https://ieeexplore.ieee.org/document/8493745)

## PROJECTS

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### Creative Intelligence - Automating Car Design Studio With Generative Adversarial Networks (GAN)

Tech Stack: Python (TensorFlow and Flask), HTML, CSS and JavaScript

January 2018 - May 2018

- Developed a Web Application for car designers to generate probable designs from a basic car sketch. The application reduces design time and helps in early identification of design flaws.

### Centralized Web Service for Multiple Social Networks

Tech Stack: Java, Jax-RS and Jersey

August 2017 - December 2017

- Developed REST APIs for posting, reading or updating multiple Social Networks in a single operation.

### Image Content Based Recommendation System For Apparels

Tech Stack: Python and openCV

January 2017 - May 2017

- Built an image processing pipeline that recommends apparels similar to those worn by actors in videos. Created a blog to share the experiments and learning. **Blog Link:** [projectenvision.wordpress.com](https://projectenvision.wordpress.com)