Ananth Shreekumar

Computer science student · Data Science enthusiast

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EDUCATION ____

Integrated Master of Technology - Computer Science Engineering

August 2016 - Present

International Institute of Information Technology - Bangalore (IIIT-B)

7th Semester student, Current Cumulative GPA: 3.88 / 4.0

TRANSCRIPT

Sem 1 : 3.93 / 4.0 Sem 2 : 3.85 / 4.0 Sem 3 : 3.75 / 4.0 Sem 4 : 3.88 / 4.0 Sem 5 : 4.00 / 4.0 Sem 6 : 3.90 / 4.0

Examination Results

All India IIT-JEE Mains, 2016	Rank 10,868	~1.2 Million attended
Karnataka Common Entrace Test, 2016	Rank 98	~120 Thousand attended
Karnataka State Pre-University, 2016	Score 92.5%	Mathematics : 100 / 100
Indian Certificate of Secondary Examination, 2014	Score 94.0%	Mathematics: 98 / 100

Medium of Instruction throughout: ENGLISH

PROJECTS _____

OpenMax - A Multi-Class Meta Recognition Method

Summer Research Intern - Computational Sciences Laboratory

FEBRUARY 2019 - PRESENT

Implementation of the open-set recognition method OpenMax and its application to urine analysis. The algorithm follows Towards Open Set Deep Networks (Abhijit Bendale & Terrance E Boult, 2015).

Bangalore Metropolitan Transport Corporation - Cost Minimization

Project Intern January 2018 - March 2018

Optimization of the bus schedule for Bangalore Metropolitan Transport Corporation so that their cost of operation was reduced while respecting several constraints.

Toxic Comments Classification

5TH SEMESTER - GEN511: MACHINE LEARNING

September 2018 - November 2018

Trained a multi-label machine learning classifier that could classify comments found online into one or many of the classes that denote levels of vituperative content.

REPORT

Image Processing Tookit - C++

3RD SEMESTER - ESS210: PROGRAMMING 2

October 2017 - December 2017

Built an Image Processing toolkit that detects and labels connected components in images using the Two Pass algorithm. The project includes noise reduction and stenciling developed by the team.

Code

Simple As Possible - 1 Computer

2ND SEMESTER - ESSIO2: DIGITAL DESIGN

March 2017 - May 2017

Built the Simple As Possible Computer - 1 in Verilog.

Code









☐ TECHNICAL SKILLS —

Programming Languages: Python • C • Java • C++

Machine Learning: Numpy • Scikit-Learn • Tensorflow • Keras Basic: MySQL • Linux • Web Dev

E COURSE WORK __

Theory and Systems: Data Structures and Algorithms • Introduction to Automata Theory and Computability • Operating Systems • Database Systems • Programming Languages • Software Engineering

Data Science and AI: Machine Learning • Automatic Speech Recognition • Visual Recognition • Learning and Cognitive Systems: An Optimization Perspective

Mathematics: Linear Algebra • Convex Optimization • Discrete Mathematics • Probability Theory

Others: Digital Design • Signals and Systems • Computer Architecture • Computer Networks

TACHIEVEMENTS _

Selected for Dean's Merit List at IIIT-B for two consecutive years

2017, 2018

Tools: Git • LTEX• OpenCV

Received Merit Scholarship at IIIT-B

2017

National Rank Winner of the 2nd International Level Science Talent Search Exam

2007