

ANANTH SHREEKUMAR

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🎓 EDUCATION

Integrated Master of Technology - Computer Science

AUG 2016 - PRESENT

INTERNATIONAL INSTITUTE OF INFORMATION TECHNOLOGY - BANGALORE (IIIT-B)

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

🔗 TRANSCRIPT

5 year program, Expected Graduation in 2021

💼 EXPERIENCE

Teaching Assistant

GEN512: MATHEMATICS FOR MACHINE LEARNING

AUG 2019 - PRESENT

Responsibilities include handling tutorial classes for problem solving and paper evaluation.

Research Intern

COMPUTATIONAL SCIENCES LABORATORY - IIIT-B

JAN 2019 - JUL 2019

Worked on Open Set Recognition methods like softmax thresholding, OpenMax and tried to come up with new methods.

🔧 PROJECTS

Open Set Recognition Methods for Urine Sample Analysis

RESEARCH INTERN - COMPUTATIONAL SCIENCES LABORATORY - IIIT-B

JAN 2019 - JUL 2019

Implementation of the open-set recognition method OpenMax and its application to urine sample analysis. The algorithm follows the paper [Towards Open Set Deep Networks \(Abhijit Bendale & Terrance E Boult, 2015\)](#). Also tried to come up with new ways that could help distinguish out-of-class samples from in-class samples.

Toxic Comments Classification

5TH SEMESTER - MACHINE LEARNING - IIIT-B

SEP 2018 - NOV 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](#)

Bangalore Metropolitan Transport Corporation - Cost Minimization

PROJECT INTERN - IIIT-B

JAN 2018 - MAR 2018

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

Image Processing Toolkit - C++

3RD SEMESTER - PROGRAMMING 2 - IIIT-B

OCT 2017 - DEC 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 - DIGITAL DESIGN - IIIT-B

MAR 2017 - MAY 2017

Built the Simple As Possible Computer - 1 in Verilog.

[CODE](#)

For a complete list of projects, please visit my [PORTFOLIO](#)

TECHNICAL SKILLS

Programming Languages : Python • C • C++

Data Science : Numpy • Scikit-Learn • Tensorflow • Keras

Tools : Git • \LaTeX • OpenCV

Basic : MySQL • Linux • Web Dev.

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 • Artificial Intelligence • Reinforcement Learning

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

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

ACHIEVEMENTS

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

2017, 2018

Received **Merit Scholarship** at IIIT-B for two consecutive years.

2017, 2018

Karnataka Common Entrance Test - **Rank 98** out of about 120 Thousand students

2016

Comed K Entrance Test - **Rank 33** out of about 58 Thousand students

2016

HOBBIES AND INTERESTS

Linux

I am an Arch Linux Enthusiast and I spend a few hours a month customizing my installation.

 DOTFILES

日本語

Learning Japanese using the Genki Textbooks and Anki App. Currently able to read ひらがな and カタカナ.

Table Tennis

Participated in many local and inter-school tournaments.