Ananth Shreekumar

Graduate Student, Department of Computer Science Purdue University

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Education

Master of Science in Computer Science

Dec 2023

Purdue University

West Lafayette, IN

• GPA: **4.0** / **4.0**

Integrated Master of Technology in Computer Science and Engineering

Jul 2021

International Institute of Information Technology Bangalore

Bangalore, India

• 5 year Bachelor's + Master's program, GPA: 3.92 / 4.0

Experience

American Express

Aug 2021 - Dec 2021

Software Engineer, Enterprise Architecture Team

Bangalore, India

- Integrated machine learning capabilities to logging, monitoring, and observability framework.
- Implemented a framework to perform automated log analysis on real-time log data.

Siemens Healthineers

Jan 2021 - Jul 2021

Technical Intern, Center for Innovation in Diagnostics Team

 $Bangalore,\ India$

- Designed a pipeline to predict Sepsis onset in ICU patients using **deep learning**.
- The model's performance exceeded 87% on Accuracy, F1-Score, Specificity, and Sensitivity metrics.

Purdue University

Aug 2022 - present

Graduate Teaching Assistant

West Lafayette, IN

- CS 352 Compilers: Principles and Practice. Spring 2023. Department of Computer Science.
- MA 165 Analytic Geometry and Calculus I. Fall 2022. Department of Mathematics.

Publications

- 1. <u>Ananth Shreekumar</u>*, Biswesh Mohapatra*, and Shrisha Rao. Oct 2020. Incorporating Autonomous Bargaining Capabilities into E-Commerce Systems. In *Proceedings of the 20th ACM International Conference on Intelligent Virtual Agents (IVA '20)*. Association for Computing Machinery, NY, USA, Article 51, 1–8. doi: 10.1145/3383652.3423865
- 2. Tarun Dutt, GNS Prasanna, TR Dastidar, and <u>Ananth Shreekumar</u>. Dec 2019. Towards Artifact Rejection in Microscopic Urinalysis. In *Medical Imaging meets NeurIPS 2019 workshop*, 33rd Conference on Neural Information Processing Systems. Vancouver, Canada. [pdf]

Technical Skills

Programming Languages: Python \cdot C++ \cdot C

Tools: Git · Docker · LATEX · Jenkins

 $\textbf{Data Science}: \ \ \text{Pytorch} \cdot \ \text{Tensorflow} \cdot \ \text{Scikit-Learn} \cdot \ \text{Pandas} \cdot \ \text{NumPy} \quad \ \textbf{Others}: \ \ \text{OpenCV} \cdot \ \text{SQL} \cdot \ \text{Linux}$

Selected Projects

Reinforcement Learning to play the Snake game

- Tabular Q learning and Deep Q learning.
- Implemented Double DQN and priority sampling improvements.

Compiler for a variant of C

- Built using C++ and the **LLVM framework**.
- 6 projects culminating in a fully functional compiler for a variant of the C language.

A Bargaining Agent for E-Commerce

- Designed an **E-Commerce Agent** that has the ability to **bargain** with a user.
- Featured on a technology.org article.

Relevant Coursework

- Machine Learning
- Reinforcement Learning
- Computer Networks
- Security Analytics

- Algorithms
- Database Systems
- Compilers
- Operating Systems

Ananth Shreekumar Résumé January 12, 2023