

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 Entrance 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 \(Abhijit Bendale & Terrance E Boulton, 2015\)](#).

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 Toolkit - 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 - ESS102: 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

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 • 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

ACHIEVEMENTS

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

2017, 2018

Received **Merit Scholarship** at IIIT-B

2017

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

2007