




Ananth Shreekumar

Graduate Student, Department of Computer Science
Purdue University

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Education

Master of Science in Computer Science

Purdue University

- GPA : **4.0** / 4.0

Dec 2023

West Lafayette, IN

Integrated Master of Technology in Computer Science and Engineering

International Institute of Information Technology Bangalore

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

Jul 2021

Bangalore, India

Experience

American Express

Software Engineer, Enterprise Architecture Team

- Integrating **machine learning capabilities** to the logging, monitoring, and observability framework.
- Implemented a framework that performs automated log analysis on **real-time log data**.

Aug 2021 - Dec 2021

Bangalore, India

Siemens Healthineers

Technical Intern, Center for Innovation in Diagnostics Team

- Implemented 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.

Jan 2021 - Jul 2021

Bangalore, India

Purdue University

Graduate Teaching Assistant

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

Aug 2022 - present

West Lafayette, IN

Publications

- [Ananth Shreekumar](#)^{*}, 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](https://doi.org/10.1145/3383652.3423865)
- Tarun Dutt, GNS Prasanna, TR Dastidar, and [Ananth Shreekumar](#). 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 · C++ · C

Data Science : Pytorch · Tensorflow · Scikit-Learn · Matplotlib

Tools : Git · Docker · \LaTeX · Jenkins

Others : OpenCV · SQL · Linux

Selected Projects

Reinforcement Learning to play the Snake game

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

University Simple C

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

A Bargaining Agent for E-Commerce

- Implemented an **E-Commerce Agent** that has the ability to **bargain** with a user.
- Work [featured](#) on a [technology.org](#) article.

Relevant Coursework

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|--------------------|--------------------------|---------------------|---------------------|
| • Machine Learning | • Reinforcement Learning | • Computer Networks | • Data Structures |
| • Algorithms | • Database Systems | • Compilers | • Operating Systems |