

Aditya Vikram Singh

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EDUCATION

Northeastern University

Masters in Artificial Intelligence

GPA: 4.0

Boston, MA

Sep. 2023 – May 2025

Vellore Institute of Technology

Bachelor of Technology in Electronics and Communication Engineering

GPA: 9.18/10

Vellore, India

Jul. 2019 - Jun. 2023

EXPERIENCE

Junior Data Scientist

Rich Products Corporation

July 2025 – Present

Remote

- Built an LLM-based clustering tool with FAISS and dynamic memory for fast, contextual analysis of large datasets
- Reduced token usage by 70% and boosted analysis efficiency by 45%, maintaining 90%+ output accuracy

Artificial Intelligence Research Assistant

Cybersecurity & Privacy Institute, Northeastern University

May 2024 – Present

Boston, MA

- Developed hierarchical MARL algorithms to defend networks, improving threat detection by 34.5% and efficiency by 30%
- Built a top-ranking AI agent for the CASTLE CAGE Challenge, collaborating with 6 researchers in a competitive setting
- Deployed a LangChain RAG agent with Streamlit to analyze cybersecurity logs, increasing lab productivity by 33%

Data Science Intern

Pianalytix

Mar. 2023 – Jul. 2023

Hyderabad, India

- Built and deployed 22 AI/ML projects as Flask web apps and created 20+ comprehensive educational videos, boosting student engagement by 40%
- Achieved over 90% accuracy on multiple real-world datasets by applying advanced ML techniques and fine-tuning pipelines

Machine Learning Research Assistant

Vellore Institute of Technology

Jun. 2022 – Dec. 2022

Vellore, India

- Designed a novel neural network architecture in MATLAB that achieved 99%+ accuracy on high-dimensional datasets while using fewer neurons, reducing model size by 60% in some cases
- Developed a hardware-software solution to linearize NTC thermistor output, using RBF networks to cut non-linearity from $\pm 45.57\%$ to $\pm 0.033\%$, achieving 99.93% improvement

PROJECTS

Generation of Synthetic ECG data for augmentation

Sep. 2024 – Apr. 2025

- Improved ECG signal similarity by 42% over classical GANs by designing two custom architectures with tailored loss functions for high-fidelity generation
- Achieved state-of-the-art performance with Transformer-based Latent Diffusion Models, surpassing U-Net LDM across 8 evaluation metrics by up to 95%
- Increased heart disease classification accuracy by 20% through synthetic data augmentation pipeline using generated signals

Emotion-Driven Audio-Visual Experience System

Jan. 2025 – Apr. 2025

- Built a real-time multimodal AI system integrating emotion recognition, audio and video generation, enhancing emotional resonance and user immersion by 56% and user satisfaction by 67% in initial pilot studies
- Developed RAG-powered LLM modules for emotional state inference and prompt generation, enabling dynamic audiovisual adaptation through a memory-augmented feedback loop

Adaptive Difficulty: Leveraging Reinforcement Learning for Player-Driven Immersion

Sep. 2023 – Dec. 2023

- Developed Deep RL and Adversarial RL algorithm to automatically control and test the level design of games
- Designed a custom game in python using PyGame to setup the learning environment from scratch

PUBLICATIONS

Hierarchical Multi-agent Reinforcement Learning for Cyber Network Defense

AAMAS 2025, RLC 2025

ECG Based Biometric Recognition Using Similarity Measure and Feature Matching

ICEEE 2022

TECHNICAL SKILLS

Languages: Python, MATLAB, Java, C++, HTML/CSS, Embedded C/Arduino, SQL

AI/ML: Regression, Predictive AI, Neural Networks, Deep Learning, Clustering, Forecasting, Reinforcement Learning, Computer Vision, Generative AI, NLP, Transformers/LLMs, Retrieval Augmented Generation (RAG), Information Theory, Exploratory Data Analysis (EDA)

Libraries & Tools: Pandas, NumPy, PyTorch, TensorFlow, Keras, LangChain, Scikit-learn, OpenCV, spaCy, NLTK, Hugging Face Transformers, Gymnasium (Gym), Ray/RLlib, Flask, Streamlit, Jupyter, MLFlow, DVC, Databricks, Azure OpenAI

Certifications: DeepLearning.AI TensorFlow Developer, Generative AI with Large Language Models