

WORK EXPERIENCE

- **Graduate Teaching Assistant** Jan 2022 - Present
University of Alberta
 - **Game AI:** Duties included grading quizzes, resolving doubts and weekly office hours.
- **Graduate Research Assistantship Fellowship (GRAF)** May 2021 - Present
Supervisor: Dr. Matthew Guzdial, University of Alberta
 - **Meta Discovery for Character Balance:** Working on a system to generate balanced new characters by identifying and studying the metagame in video games.
 - **Pixel Art Representation:** Developed a novel approach to learn pixel art embeddings using neural networks.
- **Machine Learning Engineer** Aug 2019 - Nov 2020
Mad Street Den (Vue.ai)
 - **MVP Team:** Developed new products using machine learning techniques including natural language processing and computer vision as part of a Minimum Viable Product team. Created an end-to-end proof-of-concept to demonstrate the company's tagging capabilities on any supported retail item.
 - **VueTag Team:** Ideated, developed and deployed models on AWS and GCP. Upgraded existing rule-based classification engines with machine learning algorithms to boost key metrics by 15%. Optimized the codebase to reduce latency by over 40% across the board.
 - **Research & Development Team:** Developed a Sequence-to-Sequence model for automated generation of product descriptions. Created a Named Entity Recognition system to identify key tags in new client catalog data using transformer models.
 - **Tools & Technologies:** Python, Javascript, AWS, GCP, PyTorch, Tensorflow, Keras
- **Engineering Intern** May 2019 - Aug 2019
Mad Street Den (Vue.ai)
 - **Research & Development Team:** Developed and implemented customized versions of Pointwise Mutual Information (NPMI) and TF-IDF to identify and extract important keywords across different categories and clients over 37 million retail products. Implemented Word2Vec on a catalog of 2 million products.

EDUCATION

- **University of Alberta** Jan. 2021 – Present
Master of Science (Thesis) in Computing Science
Edmonton, Canada
- **Anna University (Sri Venkateswara College of Engineering)** Jun. 2015 – Apr. 2019
Bachelor of Engineering in Computer Science and Engineering; First Class.
Chennai, India

PROGRAMMING SKILLS

- **Languages & Databases:** Python, Javascript, HTML, CSS, C, C++, Markdown, MySQL, SQLite, Redis, MongoDB.
- **Frameworks & Libraries:** PyTorch, Tensorflow, Keras, NumPy, Pandas, scikit-learn, Flask, Django, Bootstrap.
- **Tools & Technologies:** Git, LaTeX, Amazon Web Services (AWS), Google Cloud Platform (GCP), Adobe Photoshop.

PUBLICATIONS

- **Natural Language Generation using Generative Adversarial Networks:** Undergraduate Thesis, Anna University. Intra-Mural Funding Grant (Rs. 10,000). April 2019.
- **Facial Emotion Recognition using Convolutional Neural Networks:** 1st International Symposium on Artificial Intelligence & Computer Vision (AICV'18), September 2018.

SELECTED PROJECTS

- **Homebrew Helper:** Developed & deployed a Discord bot for online role-playing games. (Python, MongoDB)
- **pH7:** Created a custom dataset & trained a CNN to achieve 87% accuracy for identifying food as part of our Smart India Hackathon 2019 project. Also developed the back-end & database. (Python, Keras, Flask, Scrapy, SQLite)
- **Whatsapp Message Analyzer:** Analyzes WhatsApp group chats and generates interesting statistics. (Python)
- **Reddit Comment Analysis Bot:** Designed & deployed a bot to analyze users and offer interesting facts. (Python)