Anant Srivastava

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EDUCATION

ARIZONA STATE UNIVERSITY
M.S. IN COMPUTER SCIENCE
M. Thesis in Machine Learning
Grad. May 2017 | Tempe, AZ
Cum. GPA: 3.7/4.0

THE LNM INSTITUTE OF INFORMATION TECHNOLOGY
B.TECH IN COMPUTER SCIENCE
May 2015 | Rajasthan, India
Cum. GPI: 7.1/10.0

LINKS

LinkedIn:// anantsrivastava
GitHub:// anantsrivastava30

COURSEWORK

GRADUATE
Programming Languages & Compilers
Neural Network and Deep Learning
Scientific Computing
Advanced Computer Graphics
Advanced Data Structures
Computational Conformal Geometry
Software Design

UNDERGRADUATE
Information Theory
Software Engineering
Operating Systems
Principles of Programming Languages
Design & Analysis And Algorithms
Number Theory
Computer Organization and Architecture
DataBase Management Systems
Object Oriented Programming (Java)
Information Security and Cyber Laws

SKILLS

Proficient
C++ • C • Python • Bash
Adept
Make • CMake • Fortran • Vtune • OpenMP • SYCL • profiling
Familiar
• MPI

EXPERIENCE

INTEL | MATH ALGORITHM ENGINEER, INTEL MKL
December 2020 - Present | Hillsboro, OR
• Worked with Fast Fourier Transform and Cluster DFT Libraries as a part of Intel MKL including oneAPI dpcpp and OMP Offload (functional/optimization)
• Worked with various institutions and organization to bridge the functional gap between intel FFT and FFTW use cases
• worked with Codeplay on oneAPI Math Kernel Library (oneMKL) Interfaces and introduced a design that enables spec compliant DFT implementation that works on multiple devices (NVIDIA, AMD, intel/ cuFFT, rocFFT, oneMKL)

INTEL | SOFTWARE ENGINEER, INTEL TAPEOUT
September 2017 - November 2020 | Hillsboro, OR
• Initiated research, development and implementation of statistical models to minimize compute resource variability for computational lithography.
• Researched and developed a two-level task resource allocation algorithm for the distributed HPC computing environment
• Managed and contributed to internal proprietary library and packages in python for scripting and effective automation of data driven procedures used by engineers

A.S.U | GRADUATE RESEARCH ASSISTANT , GEOMETRIC SYSTEMS LAB
May 2016 - August 2016 | Tempe, AZ
• I worked with image scans from from various imaging initiatives to reduce data redundancy and improve data integrity.
• Created workloads to process raw PET scans using Statistical tools for masking and normalizing
• Studied the standard uptake values across the brain to model learnt features using ML and sparse codes

PUBLICATIONS & PROJECTS

A.S.U. GEOMETRIC SYSTEMS LABORATORY | GRADUATE RESEARCHER | TOOLS USED : PYTHON, MATLAB, C, SHELL
August 2016 - May 2017 | Tempe, AZ
Worked under the guidance of Prof. Yalin Wang designing and building a framework which is able to handle large 3D datasets for multi-label classification
Publication : Deep learning based classification of FDG-PET
Publication : 3D Patch Based Sparse Coding Poster:88,367

FLASH COMPILER & RUNTIME | TOOLS USED : - JAVA, C, FLEX (2.6.0), BISON (GNU 3.0.4)
January 2016 - May 2016 | Tempe, AZ
Developed Flash 5.0 which is a Mordern block structured, Strongly Typed, Procedural Programming Language
Youtube Video Link: **CompilerRuntime Flash 5.0**
Github Link : **CompilerRuntime Flash 5.0**

AWARDS & ACHIEVEMENTS

2017 2 Poster publications at AAC (Arizona Alzheimer's Consortium) for Machine & Deep Learning
2016 Member of Geometric Systems Lab
2013 Coordinator - Social Awareness Club at LNMIIT
2012 1st - Inter-college Robo Race (Plinth) at LNMIIT
2011 1st rank Science Olympiad