

ANKIT KUMAR

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EDUCATION

[Brandenburg University of Technology Cottbus-Senftenberg](#)

October 2025 - Present

Cottbus, Germany

M.S. in Artificial Intelligence

Relevant Courses: Artificial Intelligence, Neural Networks, Explainable Machine Learning, Learning in Real and Virtual Human Beings, Practical Lab – Brainetberg Vehicle Internship.

[M.S. Ramaiah University of Applied Sciences](#) | Bengaluru, India

Nov 2021 – June 2025

B.Tech. in Computer Science | GPA: 2.2/4.00

Thesis: E-XAI: Explainable AI for Network Intrusion Detection, IntelliCalc - AI Powered Cross Platform Calculator.

Relevant Course Modules: Machine Learning, Data Structures and Algorithms, Software Development Fundamentals, Database Systems, MATLAB Practical Laboratory.

TECHNICAL SKILLS

Programming Languages & Databases: Python, JavaScript, PHP, MATLAB, C#, SQL, MySQL, TypeScript

Machine Learning & AI: NumPy, Pandas, Scikit-learn, OpenCV, TensorFlow, PyTorch, LLM, Computer vision, NLP

Data Collection & Web Scraping: Beautiful Soup, Selenium, Web Data Extraction, Headless Browsers

Data Analysis & Visualization: Matplotlib, Seaborn, Structured Data Modeling

Game & Engine Development: Unity

Speech & Signal Processing: feature extraction, classification, ML-based pattern recognition

Systems & Developer Tools: Git, GitHub, Linux, Vim

Web & APIs: REST APIs, HTML, CSS, Streamlit

Cloud (Hands-on): AWS (SageMaker)

Certifications: [Advanced Learning Algorithms](#), [Supervised Machine Learning](#), [Unsupervised Learning](#), [Recommender Systems](#), [Reinforcement Learning](#), [Indian Space Research Organisation - Raman Spectroscopy and its Applications in Earth Observation](#)

EXPERIENCE

[CodingJr](#) | Bengaluru, India

Nov 2024-Mar 2025

AI Researcher

- Conducted applied AI research to design and develop enterprise-grade AI copilots aimed at improving decision-making, workflow automation, and operational efficiency.
- Built intelligent assistant solutions by translating AI research into scalable, production-ready systems aligned with real-world business needs.
- Collaborated with cross-functional engineering and product teams to drive enterprise adoption of AI technologies across client organizations.

[Aicade](#) | Bengaluru, India

Feb 2025 - March 2025

Unity Game Developer

- Developed a cross-platform 2D game using Phaser.js, featuring physics-based gameplay, AI-driven enemies, and state-based player mechanics.
- Implemented procedural levels and performance optimizations, ensuring smooth mobile-first gameplay and debugging via the platform's web console.

[Relu Consultancy](#) | Bengaluru, India

May 2024-Jul 2024

Associate Software Developer

- Built robust web scraping pipelines using BeautifulSoup and Selenium to extract structured data from complex and dynamic HTML structures with high accuracy and reliability.
- Applied advanced scraping strategies such as headless browser automation, user interaction simulation, proxy integration, and anti-bot handling to efficiently navigate access restrictions and dynamic content.

PUBLICATIONS

[IntelliCalc: AI-Powered Cross-Platform Calculator](#)” at AIR 2025, Nazarbayev University, Kazakhstan.

E-XAI: Explainable AI for Network Intrusion Detection” at ICDSA 2025, MNIT Jaipur, India.

PROJECTS | [GitHub](#)

E-XAI Evaluating Black-Box Explainable AI Frameworks for Network Intrusion Detection

IntelliCalc: An AI-Powered Calculator Web App for Making Calculation Simpler

SkillPulse AI - AI-Powered Job Matching & Skill Intelligence Platform