

Jayaraman N R

EMAIL: jayaraman17064@cse.ssn.edu.in

GITHUB: <http://www.github.com/range123>

CODECHEF: <https://www.codechef.com/users/range123>

OBJECTIVE

To become a well-rounded Computer Scientist through continuous learning process and to keep myself dynamic, visionary and competitive with the changing scenario of the computer world.

EDUCATION

UNDERGRADUATE

**Sri Sivasubramaniya Nadar College Of Engineering (SSNCE),
B.E (COMPUTER SCIENCE AND ENGINEERING)**

CGPA: 8.75/10 (till 4th SEMESTER)

YEAR OF GRADUATION: 2021

12th STANDARD

St. John's English School and Junior College (CBSE),

Result: 479/500 (95.8%)

GRADUATION: MAY 2017

10th STANDARD

St. John's English School and Junior College (CBSE),

Result: 9.6 CGPA

GRADUATION: MAY 2015

SCHOLASTIC ACHIEVEMENTS

2019 Was awarded a **Merit Scholarship** for academic excellence in Semesters 3 & 4.

2019 Winner, JAVA Coding competition conducted at MIT, Chennai.

2019 Winner, Reverse Coding competition held at CEG, Chennai.

2019 Secured 5th place in an Amazon Intern Hiring contest held at MIT, Chennai.

2018 Overall winner, intra-College Microprocessor Workshop.

SKILLS

PROGRAMMING LANGUAGES

C, C++, Python, Java, JavaScript, SQL, GO

FRAMEWORKS:

Numpy, Pandas, Keras, Tensorflow, Git, OpenCV, Spacy, Nltk

HARDWARE PLATFORMS

Raspberry PI, Arduino Uno, NodeMCU

SPECIALIZATION

NLP using RNNs and LSTMs, R-Learning (DQNs)

EXPERIENCE

- Interned at **Exeter Premedia Services**, worked on a document parser which classifies Research papers, extracts a relevant summary and a set of key words from the document using NLP and Deep Neural Networks (Sequence Models).

We extracted most important features from the Research Papers through TF-IDF and Made use of a pre trained BERT model to perform the summarization on the research papers.

Got an accuracy of about 31% (Rouge score) for unigrams.

PROJECTS

1. Dino-Run (Present), An R-Learning model that will play the well known google chrome browser game, a convolutional agent will be trained for playing the game.
2. Temperature-Monitor (Present), An IOT based project for continuously Monitoring the temperature of Mortar blocks using Arduino and thermocouples to analyse its physical properties, done as an Internally Funded Project.
3. [See-In-The-Dark](#) (2019), A Web-App that uses a fully-convolutional neural network to Brighten images to the right amount and essentially allows us to see in the dark, built for MLH local hack day.
4. [Flight Delay Prediction](#) using Machine Learning (2019), A project to predict whether a flight will be delayed using the relevant weather data and to test the accuracy of the different Classifiers and Regressors on the data.
5. [ElectionApp](#) (2019), A prototype Mobile app that facilitates online Voting and verifies users via Facial recognition and Facial gesture detection, developed at abacus Hackathon held at CEG.
6. [Dr. Plip](#) (2019), A prototype chat bot that simulates a psychiatrist and suggests solutions to common mental health problems, developed at Yet Another Hackathon held at SVCE.
7. [Face ID](#) (2018), A Mobile App for detecting and keeping track of faces by checking the cosine similarity of the Embedded vectors for the images.
8. [LocationPin](#) (2017), A Mobile App for Real-Time Location Sharing/Pinning over the internet.

EXTRA-CURRICULAR ACTIVITIES

1. Take part in weekly Competitive Coding competitions across various Online Platforms.
2. Active Participant of the 'Developer Student Club' of SSNCE.
3. Participate in various contests at technical symposiums held at various institutions.
4. Attended workshops on Big Data Analysis and Android App development.
5. An avid Rubik's cube enthusiast who loves to take part in speedcubing contests.