

ASHISH KULKARNI

+1 (951) 830-6655 ashish2002kulkarni@gmail.com

linkedin.com/in/ashishkulkarnii ashishkulkarnii.github.io github.com/ashishkulkarnii

EDUCATION

University of California, Riverside

Master of Science in Computer Science and Engineering

Riverside, CA

Sep 2025 – Dec 2026

PES University

Bachelor of Technology in Computer Science and Engineering (CGPA: 8.03 / 10)

Bengaluru, KA, India

Dec 2020 – May 2024

- 3x **Distinction Award** recipient
- Specialization in **Machine Intelligence and Data Science**

EXPERIENCE

Nasdaq

Software Engineer

Bengaluru, KA, India

Jul 2024 – Sep 2025

Software Development Intern

Jun 2023 – Jun 2024

- Jump-started a new ML-based Advisory Technology product as the primary **Python** developer: built a minimum viable product, presented it to product leadership, and took the project to prototype phase.
- Designed, developed, and maintained **microservices** for backend processes, and led the end-to-end **Python** process development—from prototype to production—implementing custom **named entity recognition**, **LLM** integration, fuzzy string-matching, and writing Terraform for **AWS**-powered infrastructure.
- Architected and developed a new web-crawling pipeline using **Selenium WebDriver** and a custom **BFS**-based algorithm, improving mining speed by approximately **5x**.
- **Regional winner** and **global finalist** of the 2023 intra-company hackathon by leveraging **LLMs** for custom **Terraform** script generation.
- **Mentored** at a 6-month **ML bootcamp** for 30+ employees at Nasdaq Bengaluru.

StanceBeam

Computer Vision Intern

Bengaluru, KA, India

Jun 2022 – Aug 2022

- Implemented the usage of **stereo vision** and **epipolar geometry** to compute the 3D coordinates of a subject, to be used in a future decision review system for cricket.
- **Technologies**: OpenCV, NumPy, Python3

PROJECTS

OpenGL Projects | C++, GLUT

This repository contains projects I built while studying the Fundamentals of Augmented and Virtual Reality at PESU, under Dr. Adithya Balasubramanyam. My work ranges from basic 2-d projects, such as generating the **Sierpinski triangle fractal** using the chaos method, visualizing **Graham's scan algorithm**, all the way up to implementing elastic **sphere collisions** in 3-d space.

Glaucoma Diagnosis from Retinal Fundus Images | Python, TensorFlow, scikit-learn

Evaluating popular **CNN** architectures and **histogram equalization**-based preprocessing techniques on classifying a retinal fundus image into normal or glaucomatous. Find our results and preprint on my website or GitHub repo.

covibot | Python, PRAW

A Reddit bot (Top 5 at a hackathon) which gives COVID-19 stats of a specific region without an explicit call, using low-level NLP, and accessing government datasets. I turned my learnings into a 3-part guide on Analytics Vidhya, which you can generally find ranked on the first page of Google search results for *how to make a Reddit bot*.

SKILLS

Languages: Python, C++, Java, C, SQL

Concepts: Operating System, Artificial Intelligence, Machine Learning, Neural Networks, Database, Agile Methodology, Cloud Computing, Generative AI, Large Language Models, Computer Vision, Data Science, Computer Networks, Graphs

Certifications: Principles of Secure Coding, *Udemy*; AWS Educate Introduction to Cloud 101, *Amazon Web Services*; Quantum Computing Using Qiskit, *PESU I/O*; LFD103, *The Linux Foundation*

Personal: I love playing and listening to music, anything outdoors from hiking to biking, and traveling.