# Ashish Kulkarni

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## Education

**University of California, Riverside** *Riverside, CA*
*Master of Science in Computer Science and Engineering* Sep 2025 – Dec 2026

**PES University** *Bengaluru, KA, India*
*Bachelor of Technology in Computer Science and Engineering (CGPA: 8.03 / 10)* Dec 2020 – May 2024

- 3x **Distinction Award** recipient. Specialization in **Machine Intelligence and Data Science.**
- **Undergraduate Teaching Assistant** for a 6-th semester course on **OOP concepts**, supporting 180+ students. Click to see the learning materials I created.

## Experience

**Nasdaq** *Bengaluru, KA, India*
*Software Engineer* 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** *Bengaluru, KA, India*
*Computer Vision Intern* 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. Click to see our results, read our preprint, or see my 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.