

BHARGAV SRINIVASAN

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EDUCATION

UNIVERSITY OF SOUTHERN CALIFORNIA

Master of Science in Computer Science (GPA: 4.0)

Los Angeles, CA

August 2017 - May 2019

- Courses: Analysis of Algorithms, Foundations of Artificial Intelligence, Applied NLP, Web Technologies.

SIR M. VISVESVARAYA INSTITUTE OF TECHNOLOGY

Bachelor of Engineering in Computer Science

Bangalore, India

August 2013 - June 2017

- Secured 78.3% and a First Class with Distinction

PROFESSIONAL EXPERIENCE

- **Research Intern**, at Robert Bosch Engineering and Business Solutions (RBEI), India August 2016 - May 2017
 - Developed, optimized and deployed a deep learning convolutional neural network (CNN) algorithm, to detect the condition Diabetic Retinopathy in the retina of the eye.
 - Trained the model on over 80,000 images of retina scans of patients and achieved an improved accuracy of 92%.
 - Researched and developed methods to find regions of hemorrhages and exudates in the eye using Regions with CNN (R-CNN).
 - Built using several machine learning tools including Theano, Lasagne, Caffe, Keras and TensorFlow.
 - Deployed the project on AWS and built a REST API using Flask and Django to handle HTTP requests.

SKILLS

- **Programming Languages:** C, C++, Python.
- **Machine Learning Tools:** Scikit-learn, NumPy, Theano, Lasagne, Caffe, TensorFlow.
- **Software and Programming Tools:** Linux, MySQL, Git, Flask, Django.
- **Web Technologies:** HTML, CSS, Javascript.

PROJECTS

Sorting Algorithm Visualizer

- Visualized various types of sorting algorithms on a randomly generated array of numbers.
- Built using OpenGL and C++.

Fantasy League Market Watch

- Developed a Python script to monitor players' rise and fall in value.
- Aids the user in making effective transfers to their team. Built the database with SQLite.

IMDb User Analyser

- Developed a Python script to analyze a user's movie taste on IMDb.
- Predicted ratings of unwatched movies using the libraries Scikit-learn and Matplotlib.

Fruit Rage

- Built a game-playing AI agent in C++ to determine the best next move for a player up to 9 moves ahead.

ACHIEVEMENTS

Competitive Coding and Debugging

- Won multiple 1st place and 2nd place awards in competitive coding events held at university fests.

Chief Editor

- Led the editorial and design team for the annual Computer Science Department Magazine "Continuum".

Coding event host

- Hosted and judged an intra-college coding competition in the CS departmental fest "4D".