Tadisetty Sai Yashwanth

Bengaluru, KA, IN | taddishetty34@gmail.com | +91 7795348927 | saiyashwanth.vercel.app | linkedin.com/in/saiyashwanth29

github.com/theyashwanthsai

Education

PES University, Btech in Computer Science and Engineering   09/2021 – 05/2025
- GPA: 8.29/10.0
- **Coursework:** Computer Architecture, Artificial Intelligence, Computational Theory, Operating System, Computer Networks, Compiler Design, Cloud Computing, Database Management Systems

Experience

AI Research Engineer, Vuhosi – UK, Remote   07/2024 – 11/2024
- Building and Shipping AI Agents to production. Providing AI Agents as a service for different internal usecases
- Worked an internal multiagent framework to tackle the issues faced by crewai in production, built on the chain of responsibility principle. Reduced the execution time by 50% and made it reliable for specific usecases

Summer Intern, Composio – Bengaluru, In   05/2024 – 07/2024
- Developed 15+ example guides for the documentation (link), enhancing user understanding and reducing support tickets by 20%
- Built a custom GPTs for docs, reducing user queries by 30% , and improving support efficiency by 20%

Dev Intern, VertexCover – Remote   12/2023 – 1/2024
- Collaborated with 3 developers on GateGPT (Open Sources Repo) - a third-party authentication system for custom GPTs
- Incorporated FastAPI, Pydantic, and Google OAuth, improving system security and user experience

Research and Book Publications

Paper: YAAF: A Customizable Framework for Advanced AI Agent Development with Enhanced Reasoning and Control   Ongoing
Developed YAAF (Yet Another Agent Framework), an innovative AI agent framework outperforming existing solutions in speed, reliability, and reasoning depth for specialized intelligent systems

Paper: CodeSynergy: A Multi-Agent AI System for Prompt-Driven Codebase Generation Using Test-Driven Development   Ongoing
CodeSynergy is a novel multi-agent AI system that generates comprehensive codebases from natural language prompts, utilizing Test-Driven Development principles.

Book: Manning Publications - Co Authoring   Ongoing
AI in Action: Build and Deploy Multi Agent Systems:

Paper: Real Time Child Abduction And Detection System   Ongoing
Built a raspberrypi based system to detect and alert authorities whenever a kidnapping scene takes place.

Paper: Advancing Cricket Narratives: AI-Enhanced Advanced Journaling in the IPL Using Language Models   07/2024
Presented at the 10th IEEE CONECCT 07/2024 IISC. Automated pipeline to generate text based highlights of IPL Matches.

Projects

Zenscript   Python
- Developed a minimal programming language from scratch, incorporating Lexer, Parser, Interpreter, and Abstract Syntax Tree (AST). Inspired by Pascal and BASIC. Increased understanding of compiler design principles. (Github)

Devyan - (140+ stars on Github)   Python, Crewai
- Engineered a Devin clone using a multi agent architecture based software engineering team reducing development time by 30% for programming tasks
- Orchestrated a team of AI agents to generate design doc, code, test doc, and review notes, improving team productivity by 35%. (Github)

ToyChessAI   Tensorflow, Python, Keras
- Wrote a machine learning model using TensorFlow and Keras for chess move prediction, leveraging deep learning techniques to evaluate and select optimal moves from board positions. Placed 3rd in the kaggle competition (Github)

LeetArena   Javascript, Reactjs, Socketio
- Created a platform enabling users to compete on Leetcode problems (multiplayer coding room). Published an NPM package fetching data from Leetcode (with over 250 installs)
- Hosted 10+ contests with 50+ users, fostering a competitive and collaborative coding environment. (Github)