

Prashanth Swaminathan

Education

Oct 2016 - Master Of Science Informatics.

Present Technische Universität München, München, Deutschland

July 2009 - Bachelor of Technology Computer Science.

May 2013 Amrita Vishwa Vidyapeetham, Coimbatore, India

Experience

Full time

Aug 2013 - Senior Software Engineer, Robert Bosch, Bangalore, India.

June 2016 Worked on HMI for Infotainment systems in leading OEMs like Suzuki, VW, Nissan. Was part of the HMI Center of Competance building prototype of future HMI in cars.

Detailed achievements:

- Was part of the team which built the Car Infotainment system in the Bosch Car of the future. It was showcased in CES2015 and CES2016.
- Worked on reducing driver distraction with eye tracking algorithms and haptic touch screens.
 The haptic implementation also won the "CES 2016 Innovation Award".
- Primarily worked on C++, on top of wayland windowing system, creating a framework for building GUI applications in car Infotainment systems.
- I was awarded the "Young Achiever award" for the year 2014-2015, by the department of Car Multimedia, Robert Bosch India.

Internships

June 2012 Intern, Paypal India Pvt Ltd, Chennai.

Developed an iOS application for the internal bug tracking system using Obj-C and Cocoa.

Work Student

July 2017 - Sixt GmbH, Data Scientist, München.

Present o I work on developing a machine learning model to predict the optimal way to de-fleet cars.

o Tech Stack: Python, scikit-learn, Pandas, Amazon Sagemaker, Amazon Lambda.

Skill Set

Languages C++, Python, Java, Python, C#, Javascript

Libraries scikit-learn, numpy, jQuery, Django, NET, STL and Boost for C++

Others GNU/Linux, ARM9, LATEX, Arduino

Publications

[1] S. Prashanth Ga Shanmugha Sundaram, Sp Geetha. Demand responsive public transportation using wireless technologies. Proceeding ACWR '11 Proceedings of the 1st International Conference on Wireless Technologies for Humanitarian Relief, pages Pages 449-453, 2011.

Academic projects

Roboy Roboy, an inter disciplinary team from TUM. We have created a humanoid robot caled Robov

- Tech: Python, Tensorflow, Cython, Dlib,
- o Desc: Computer Vision. I implemented Object detection, Face detection and recognition and multiple object tracking.
- o Demo: A video of the implementation

Roboy A Youtube channel in the style of 2 mins papers where we review papers in Robotics

- Reviews: o Link of the Video
 - Summarized the paper and narrated.

Pragyan A semantic question answering engine. Github

- o Tech: Java, Stanford NLP parser, Dataset from DBPedia, RDF, OWL, Jena Framework, Python Django
- o Desc: A question answering engine, that answers 'who, what, when' based questions. This is a new dimension in the field of search engines and information representation
- Alpha 17 A First Person Shooter Game.
 - o Tech: Unity 3D game engine, Javascript, Google SketchUp
 - o Desc: Developed a first person shooter game in which our college was modelled and the mission for the shooter was to save the college from terrorists. Used Javascript to write the AI for all the models.

Achievements and Awards

- o "Overall performance award" 2009-2013, Dept of CS, Amrita University.
- o Regional Finalist in the ICPC programming competition 2011 conducted by ACM
- o Delivered lecture on 'Demand based public transportation and smarter traffic signals' at the TEDx, Coimbatore
- o Presented my paper, and won the first prize in iNSCRIBE 2011, a national paper presentation competition, conducted by Robert Bosch India.

Other Interests

Photography

Carpentry

Cooking

ODIY, Making things, gardening

o Motorbike travel

Reading