Shreenivas Bharadwaj Venkataramanan

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EDUCATION

UNIVERSITY OF CALIFORNIA, SAN DIEGO | MASTERS IN CS
Expected March'20 | La Jolla, CA
NATIONAL INSTITUTE OF TECHNOLOGY, TRICHY | B.TECH. IN CS | GPA: 8.31/10
July'14-May'18 | Trichy, India

TECHNICAL SKILLS

PROGRAMMING LANGUAGES AND TOOLS
•C/C++ •Python •Java •Matlab •HTML •CSS •Java Script •Bash •SQL •Git
FRAMEWORKS
•Android Studio •Tensorflow •Pytorch •Jquery •Flask •CUDA/cuBLAS/Thrust

WORK EXPERIENCE

AMAZON | SOFTWARE DEVELOPMENT INTERN
May'17-July'17 | Chennai, India | (Java, HTML, CSS, Java Script/Jquery, SQL, Bash)
- Designed and deployed an internal tool page service in the Kindle Digital Commerce Platform using Coral framework.
- Executed Amazon's development process, code reviews, wrote high coverage unit tests, used Amazon's build/test/integration tools.

DELTA | UNIVERSITY DEVELOPMENT CLUB MEMBER
2015-18 | Trichy, India | (Flask, SQL, PHP, Android Studio)
- Developed inventory management site with Flask and MySQL database.
- Collaborated and created a campus communication application in android (PHP backend).
- Devised AI for Tic-Tac-Toe, Chess and built game in android for hackathons.

RESEARCH

ACCELERATION OF VECTOR AUTO REGRESSION WITH GPUS | RESEARCH INTERN
July'17-Dec'17 | Indian Institute of Technology, Delhi | CUDA/cuBLAS/Thrust, Matlab
Achieved 650x speedup over the regular CPU code. Computed tight bound solutions for Lasso regression models.

MAC LAYER OPTIMIZATION, DYNAMIC LEARNING | COURSE RESEARCH
July'16-Dec'16 | National Institute of Technology, Trichy | C, C++, NS2
Increased throughput by 3% (10Kbps) approx. at max traffic (80 stations). Optimized the MAC 802.11 wireless network Contention Window mechanism. Published in IJDIWC journal.

NAMED ENTITY RECOGNITION | RESEARCH INTERN
May'16-July'16 | IIIT, Hyderabad | Python, Tensorflow
Improved accuracy by 15% in the Named Entity Recognition task for Hindi. Achieved 90% accuracy in the English task. Published in the proceedings of ICON-2016 conference indexed in ACL.

PROJECTS

GAME STRATEGIES FOR THE GIPF GAME | FINAL YEAR THESIS
Jan'18-April'18 | National Institute of Technology, Trichy | C, C++, Python
Defeated the current champion bot in GIPF. Analyzed various strategies (Monte Carlo Tree Search, Negascout).

MUSIC RECOGNITION AND GENERATION | PERSONAL PROJECT
Jan'17-May'17 | Python, Pytorch
Improved accuracy by 10% in the IRMAS dataset. Used LSTM neural networks with Mel Cepstral features. Music created by generating Spectrograms using Deep Convolutional GANs.

PUBLICATIONS

- Balasubramanian, N., **Venkataramanan, S.B.** and Aathma, A., 2017. Dynamic Optimization of IEEE 802.11 DCF based on Active Stations and Collision Probability. Intl Journal of Digital Information and Wireless Communications, 7(2), pp.66-75.
- Athavale, V., **Bharadwaj, S.**, Pamecha, M., Prabhu, A. and Shrivastava, M., 2016. Towards deep learning in hindi ner: An approach to tackle the labelled data scarcity. arXiv preprint arXiv:1610.09756.