

KISHORE M

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EXPERIENCE

Intern, UI/UX

11/2023 – 12/2023

Varcon Technologies PVT LTD

Designed an E-commerce website

-Conducted user research to identify target audience needs and preferences.

-Created wireframes, mockups, and prototypes using Figma.

PROJECTS

An offline-RAG based LLM

02/2025 – 05/2025

Built an offline Retrieval-Augmented Generation (RAG) system using

Ollama, **LangChain**, and **ChromaDB**.

pixel2plates

01/2024 – 02/2024

Developed an web app that generates detailed recipes from images of ingredients using the **Google Gemini API**

SKILLS


Programming Languages: c, c#, python


Tools: Unity Engine, Blender, Figma, Ollama, Git

LANGUAGES

English • Kannada • Tamil

CERTIFICATES

• Python, Kaggle 

• C# Unity, Udemy 

EDUCATION

BE in Computer Science (7.89 GPA)

2021 – 2025

East West College of Engineering

12th - PCMC (86.5%)

07/2021

Mahesh PU College

10th (88.5%)

04/2019

MES English High School

PUBLICATIONS

"An Offline Retrieval-Augmented Generation System Using Local Language Models for Privacy-Preserving Document Interaction"

05/2025

Published a paper on a fully offline RAG system using local LLMs, enabling private, real-time document querying and dynamic model switching without internet dependency