

RENUSRI SIVAKUMAR

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Summary

A highly motivated and enthusiastic undergraduate student majoring in Computer Science and Engineering at Sathyabama Institute of Science and Technology, Chennai. I have hands-on experience in web development, project management, and programming. With a strong curiosity for emerging technologies, I am always eager to gain practical experience and deepen my understanding of innovative tools and trends.

Skills

- Languages: Java, Python, C#, JavaScript
- Frameworks/Libraries: Flask, Spring Boot, React.js, Node.js
- Tools/Platforms: MongoDB, Unity 3D, Git, OpenCV, MATLAB, Streamlit, DevOps
- Technologies: GenAI, Cloud, AR/VR, Networking, Dot.NET
- Soft Skills: Rapid Learning, Communication, Adaptability, Problem Solving, Collaboration

Projects

GenAI for Cyber Threat Report Analysis

Tech Stack: BERT, Streamlit, Gemini API, MITRE ATT&CK

Developed a GenAI tool for Securin that analyzed threat reports using BERT trained on MITRE ATT&CK. Automated tactic and technique extraction reduced SOC manual workload by ~40%, improving triage speed using a Streamlit UI.

3D Haunted Maze Game – “Lemon’s Ghostly Getaway”

Tech Stack: Unity 3D, C#, AI, 3D Modeling, UI/UX

Developed a cognitive-enhancing adventure game with gesture-based controls, animated 3D environment, and real-time feedback. Focused on engaging gameplay and cognitive stimulation through interactive storytelling.

GenAI for Long Video Generation with Multi-language Translation

Tech Stack: Generative AI, NLP, Video Synthesis (WIP)

Ongoing: Building a GenAI pipeline capable of generating 10+ minute videos from prompts, supporting multilingual dubbing. Targeting scalable use in content automation for education and storytelling.

Voice-Activated AI Companion for Elderly – “The Vital Care”

Tech Stack: Voice AI, NLP, Scheduling API, Python, IOT Concepts

Created a voice-activated assistant that automated medication alerts, schedules, and SOS triggers. Piloted with elderly users, demonstrating a 25% improvement in routine compliance. Future goals include adding fall detection through computer vision.

3D Models with Hand Gestures – Holographic Learning System

Tech Stack: Computer Vision, Unity 3D, Hand Gesture Recognition, AR

Built a holographic system to control 3D models via curated hand gestures. Designed for immersive education and interactive learning environments using low-cost projection and CV, reducing the need of physical models by 50%.

Education

Sathyabama Institute of Science and Technology

Bachelor of Engineering in Computer Science

9.1 CGPA

Lightworkers Academy

HSC

71.10 Percentage

St.Joseph’s Matriculation School

SSLC

83.33 Percentage

Experience

BenX Solutions LLP

Chennai, India

JUNIOR SOFTWARE DEVELOPER INTERN

01/2024 - 03/2024

- Built and maintained **RESTful APIs** using Flask and MongoDB as part of a backend team for a student LMS.
- Developed modules for **automated handwriting detection**, **quiz evaluation**, and **assessment tracking**, reducing manual grading time by **50%**.
- Integrated machine learning models into the web platform, improving evaluation accuracy by **30%**.
- Collaborated with a 5-member dev team in an **on-site environment**, delivering the MVP within 10 weeks.

cSoft Technologies

Chennai, India

TEAM LEAD AND DEVELOPMENT INTERN

12/2024 - 03/2025

- Selected for internship after winning 2nd place in a national hackathon focused on healthcare tech solutions.
- Led a 10-member team to build a client services automation portal using React.js, Spring Boot, and MySQL.
- Managed weekly scrum meetings, assigned tasks, and tracked sprints; ensured 100% on-time delivery of key milestones.
- Contributed as a full-stack developer, reducing customer query response time by 40% with automated form pipelines.
- Collaborated cross-functionally with design and QA teams to meet production-grade standards.

Certifications

- Certified Network Associate, Fortinet (NSE I, NSE II & NSE III) – Jun 2023
- MATLAB Certifications – MathWorks (Onramp, Fundamentals, OOP Techniques) – Dec 2023
- Oracle Certified Foundations Associate – Mar 2024
- Unity Certified Associate Game Developer – Oct 2024
- Accenture Nordics Software Engineering Job Simulation – Jun 2025

Achievements & Activities

- **Runner** – Home Health Hackathon (2024)
- **Winner** – GAT National-Level Hackathon (2025)
- **Luminary Award** – All-rounder and Active Contribution (2025)
- **Vice President** – Code Hub, Sathyabama Institute (2025)
- **Technical Lead** – ACM-W Student Chapter, SIST (2024)
- **Organizer** – National Hackathon 2025 (300+ teams), Internal Hackathon 2024 (100+ teams)
- **Speaker** – AI Outreach Program for School Students (Grades 10–12)

Online Profiles

- **Leetcode** – <https://leetcode.com/u/RenusriSivakumar/>
- **Hackerrank** – https://www.hackerrank.com/profile/42111069_CSE