Krishna Sameer Gundampati

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Education

Vasavi College of Engineering **August 2020 – May 2024**
B.E. in Computer Science and Engineering (8.23 CGPA) *Hyderabad*

Relevant Coursework

- Data Structures
- Algorithms Analysis
- Artificial Intelligence
- Machine Learning
- Software Methodology
- Database Management
- Internet of Things
- Computer Architecture

Experience

Nalt Analytics **Feb 2023 – July 2023**
ML Intern *Bangalore*

- Contributed in research on the latest advances in ML and AI in Speech Synthesis, trained voice cloning models to create a realistic human voice duplication.Built complete pipeline for PoC.
- Incorporated scripts using Python to fetch news with NewsAPI Json results into an organized format with Langchain and Guardrails and to perform TTS, voice cloning .
- Worked with Google Translate Api, IndicTTS Api to generate Indian regional languages TTS.
- Used Stable Diffusion, Dall-E to generate images and created a video podcast.(Poc)
- Designed workflows, PoC for generative Ai based chatbots.
- Worked on LLMs, unstructured data.
- Developed a Review Summarizer using Goopgle Play Reviews API, Langchain, Openai, Sentence Transformers. Performed Sentiment Analysis, Shot learning, Trend Analysis, WordClouds. Leveraged various Unsupervised Learning techniques, improved silhouette coefficent(clustering) by 13%.
- Worked on computer vision for object detection and applied various image processing techniques like inpainting, outpainting, stable diffusion, and background replacement.

Projects

GitaGPT | *Python, Sentence Transformers, Pinecone, Openai* **Jan 2023**

∗ Developed a **GPT** System trained on BhagavadGita.
∗ Generated Sentence Transformers Embeddings and stored them in **Pinecone** Vectordb.
∗ Used Sentence Similarity to get top matches and used **Openai API** to generate the response.
∗ Designed **Conversational memory**, **Agents** and **chains** using **Langchain**.
∗ Improved average response latency from 13 sec to 9 sec, by 30%.

Portfolio Website | *React, HTML, CSS, Javascript* **Jun 2023**

∗ Developed and designed a personal portfolio website showcasing projects, skills, and professional experience.
∗ Utilized HTML, CSS, React and JavaScript to create an interactive and visually appealing user interface.
∗ Implemented **responsive** web design for optimal viewing across different devices and screen sizes.
∗ Continuously updated and maintained the website to reflect the latest accomplishments and skills.

AI Driven Snake Game | *Python, Torch, Pygame* **Aug 2022**

- Developed an AI-driven snake game using Reinforcement Learning (**RL**) techniques.
- Utilized the **PyTorch** library to implement a linear neural network for the RL agent.
- Trained the agent to navigate the snake towards the food using Q-learning or Deep Q Networks (**DQN**).

Smart Garbage Monitoring System | *Aurdino, NodeMCU* **Dec 2022**

- Designed and implemented a Smart Dustbin solution to address waste dumping issues and promote cleanliness and hygiene.
- Utilized **NodeMCU** and **Arduino** microcontrollers to create a connected system that measures the fill level of the dustbin using ultrasonic sensors.
- Implemented a data transmission module to send fill percentage updates via email

Technical Skills

Languages: Python, Java, C, SQL, HTML, CSS
Developer Tools: VS Code, GCP, Eclipse, Google Colab, Jupyter, Postman
Technologies/Frameworks: Linux, NLP, Pytorch, Streamlit, Sklearn, Bootstrap

Extracurricular

College Football Team **2021 – Present**
Forward *Vasavi College of Engineering*

∗ Partcipated in Inter-College Football Tournaments.
∗ **Captained** CSE football team in Inter-branch Tournament.