# Krishna Sameer Gundampati

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## Education

**Vasavi College of Engineering** **Aug 2020 – Aug 2024 (Expected)**

*B.E. in Computer Science and Engineering (8.23 CGPA | 3.46 GPA)* *Hyderabad*

## Relevant Coursework

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

## Experience

**Nalt Analytics** **Mar 2023 – Aug 2023**

*ML Intern* *Bengaluru | Remote*

- 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 Google 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.
· Implemented **Conversational memory**, **Agents** and **chains** using **Langchain**.
· Improved average response latency from 13 sec to 9 sec, by 30%.

**Portfolio Website** | *HTML, CSS, Javascript* **May 2023**

· Designed and developed 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** microcontroller to create a connected system that measures the fill level of the dustbin using ultrasonic sensors and Implemented a data transmission module to send fill percentage updates via email.

## Technical Skills

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

## Achievements | Extracurricular

**Amazon Summer School of ML** **Sep 2023 – Present**

∗ Gained hands-on experience on Supervised Learning, Deep Neural Networks, Dimensionality Reduction, Unsupervised Learning, Probabilistic Graphical Models, Sequential Models, Reinforcement Learning, Causal Inference.

**College Football Team** **2021 – Present**

*Forward* *Vasavi College of Engineering*

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