

Harsh Anand

Generative AI @ Google
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EDUCATION

IIT JODHPUR

B.TECH IN COMPUTER SCIENCE

2018-2022

Cum. GPA: 8.45 / 10

Also did a **Minor in Entrepreneurship**

ACHIEVEMENTS

- Honorable Mention at ICPC Amritapuri 2019 Regionals [🔗](#)
- Kishore Vigyanik Protsahan Yojna (KVPY) Scholar
- Won Techfest IITJ 2019 for developing a wearable gaming console
- All India Rank 76 in NSTSE 2017

SKILLS

- Generative AI
- Augmented Reality
- Blockchain
- Competitive Programming
- Public Speaking

LANGUAGES

- Python • C++ • Golang • JS/TS
- HTML/CSS • and more

ACTIVITIES

- Mentor: Google-Search **GenAI Hackathon**
- Founded: dimensionEd
- Mentor @devlup-labs [🔗](#)
- Assistant Head: Counselling Service, IITJ
- Captain: Debate team, IITJ
- WebD Head: Varchas, Sports fest IITJ

LINKS

Github: [Oxhrsh](#) [🔗](#)

LinkedIn: [Oxhrsh](#) [🔗](#)

EXPERIENCE

GOOGLE CLOUD | CLOUD ENGINEER: GEN AI, DATA

July 2022 – Today

- My day job is solving key technical challenges of **Generative AI enterprise customers on Vertex AI, GCP**
- Lead a project helping a major Chinese financial platform increase ticket classification accuracy from **80% to 98%** using **fine-tuned LLMs**
- Contributed to a Video-to-video highlighter pipeline that uses AI to make a shorter video containing just the important bits from user interviews.
- Helped a major US hardware manufacturer scale to **tens of millions of documents** in **vector store** within a week!
- Converted key learnings from engagements into **assets for Vertex AI**

DIMENSIONED | 3D, AUGMENTED REALITY IN EDUCATION

Sept 2021 – May 2022

- Integrated 3D and AR inside the modern-day online classroom
- Scaled to **1000 Monthly Active Users**, >1000 app installs

CODENATION (NOW TRILOGY) | SUMMER INTERNSHIP

May 2021 – July 2021

- Deployed a workflow to create cloud deployables from OpenAPI schemas.
- Created a mini-proxy that runs inside an AWS lambda to facilitate cloud deployment of actions **reducing deployment time by 15%**
- Was offered **Pre-Placement Offer (PPO)** based on exceptional performance.

GREEDY GAME | SUMMER INTERNSHIP

April 2020 – July 2020 | Golang

- Developed a service to **detect anomalies** in advertisement metric **using ML**.
- Developed a recommendation system to **list out the possible causes** of anomaly

PUBLICATIONS

CROSS TRUSTCHAIN | CROSS-CHAIN INTEROPERABILITY USING MULTIVARIATE TRUST MODELS | PAPER [🔗](#)

15th COMSNETS, 2023

- Created a methodology to make trust interoperable across multiple trust chains
- Demonstrated interoperability with Multi-Variate Trust vectors of users across different financial blockchains

PROJECTS

REELS MAGIC | TEXT TO REELS

Stable Video Diffusion, Text to Speech | Landing Page [🔗](#)

- Created an AI tool to convert Text/Images into Instagram Reels
- Reel Background voice **trained on the user's voice**

INFLUENCER BOT | BOT ON YOUR CONTENT

LLMs, RAG, MultiModal | Landing Page [🔗](#)

- Created an AI tool that **captures your online presence**
- Users can interact with the AI that "pretends" to be you.

ASSISTED-DRIVING CAR | SEMI AUTONOMOUS CAR

Python, OpenCV, MaskRCNN | Github [🔗](#)

- Used **NVIDIA's End to End deep learning** to simulate an assisted driving car
- Determining drivers' inactivity by driver's sight using a **self-developed model**