

# Harsh Anand

Generative AI @ Google  
oxhrsh.com | tohrsh@gmail.com

## EDUCATION

### IIT JODHPUR

B.TECH IN COMPUTER SCIENCE

2018-2022

Cum. GPA: 8.4 / 10

### D.A.V. PUBLIC SCHOOL

Grad. April 2018 | Kurukshetra, India

XII: 82.8 Percent

X CGPA: 10 / 10

## 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
- Open Source Programming
- Public Speaking

## LANGUAGES

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

## ACTIVITIES

- 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

- Solved Key technical challenges of Generative AI customers on Vertex AI, GCP
- Contributed to a Video to Video highlighter pipeline that makes a shorter video containing just the important bits from user interview videos
- Helped a major financial platform solve ticket classification accuracy issues using fine-tuned LLMs
- Helped solve vector store scalability issues for a major hardware manufacturer.
- Converted key learnings from engagements into assets for Vertex AI

### DIMENSIONED | 3D, AUGMENTED REALITY IN EDUCATION

Sept 2021 – May 2022

- Developed a highly scalable augmented reality app for educational models in AR
- Integrated 3D and AR inside the modern day online classroom

### CODENATION (NOW TRILOGY) | SUMMER INTERNSHIP

May 2021 – July 2021

- Deployed a workflow to create cloud deployables from Swagger (OpenAPI).
- Created a mini-proxy that runs inside an AWS lambda to facilitate cloud deployment of actions.
- Was offered **Pre-Placement Offer (PPO)** based on exceptional performance during the internship.

### GREEDY GAME | SUMMER INTERNSHIP

April 2020 – July 2020 | Golang

- Successfully developed a micro-service to detect anomalies in advertisement data using self developed statistical model in Golang
- 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 [🔗](#)

- Implemented NVIDIA's End to End deep learning paper in python
- Determining drivers' inactivity by driver's sight using a self-developed model