Saii Harrsha
Gudupudi

✉ harsha99.g@gmail.com
☎ +91 8500114747

Education

IIIT Hyderabad : B.Tech(Dual Degree) in Building Sciences and Engineering | 2021 | CGPA:7.20
Class XII
FIITJEE Jr College | 2016 | 93.4
Class X
FIITJEE WORLD School | 2014 | 8.7

Skills

Languages: C, C++, Matlab, Python, SQL
WebDev : HTML, CSS, JS, flask,
Libraries: sklearn,Numpy,Pandas, Matplotlib, OpenCV

Courses

CS Courses
Computer Vision, Data Analytics, Statistical Methods in AI, Algorithms and Data Structures, Computer programing, ITWS-I, ITWS-II
Math Electives
Finite Element Methods, Multivariate Statistical Inference

Achievements

Secured Top 10000 rank out of 0.2 million students in JEE ADVANCED 2016.

PositionsHeld

Sports coordinator for Felicity: Conducted Futsal Event during Felicity 2020.
Head of SAP (Student Ambassador Program) in Felicity (College Fest) 2018-2019 :
Increased the attendees count by compared to the previous year.
Increased exposure of Felicity across colleges in the city.

Work Experience

Since May'18	Research Assistant	Earthquake Engineering Research Center(EERC), under Prof. Pradeep Kumar, IIITH

Publised a paper on Optimization of 2d frames for ductile behaviour against Seismic load (USING SWARM OPTIMIZATION ALGORITHMS) in WCEE-2020. Developed a Program for optimization of RCC sections of 2D frames using Artificial Bee colony optimization

Since Jan'20	Teaching Assistant	Multivariate Analysis, under Prof. Venkateshwaralu, IIITH

Teaching Assistant for Multivariate Analysis (MATHS-ELECTIVE) was responsible for conducting weekly tutorials(Hypothesis Testing, PCA, Regression Models), holding office hours, grading quizzes and assignments

Major Projects

Feb-Mar'20 — Deep Image Matting
Implemented Encoder-Decoder Neural Network which implements a procedure to separate foreground from background of a image. Process involves Deep learning, Computer Vision and Machine learning Concepts to complete model, train and test it.
Technologies Used: Python, Pytorch

Feb-Mar'20 — StoryGraphs: Visualizing Character Interactions as a Timeline
Developed a novel way to automatically summarize and represent the story line of a TV episode by visualizing character interactions as a chart. The implementation mainly involves 3 stages Scene Detection, Face Detection and Graph Layout.

Sep-Oct'18 — Face recognition from scratch
Using basic concepts (PCA) and basic Python libraries like Numpy, Python - PIL library, a face recognition classifier has been designed. Designed a Naive Bayes and Linear Classifier from basic concepts.
Technologies Used: Python, Numpy

Minor Projects

Sep-Nov'17 — Interactive C-shell
A linux based shell was built using C libraries and system calls. It supports basic POSIX commands with piping and redirections.

Sep-Nov'17 — BomberMan Game
Built terminal based Bomberman game using OOPS concepts in Python.

Jan-Mar'17 — Implemented a Web-Portal for TASHIP
Using basic flask frame work have developed the web site from the scratch .The website has 3 different users Student , TA chair , Professor. The website is built using Flask web framework.

Feb-Mar'19 — Comparative Study of mutliple classifiers
Used different dimensionality reduction techniques like PCA, LDA,KPCA. and various classification techniques like SVM,Decision Trees, MLP, Logistic Regression etc on the CIFAR-10 data set .Compared the performance on the combination of different Classification Techniques with different Dimension reduction techniques