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EDUCATION

Purdue University

August 2024 - May 2027

B.S. of Computer Science & Artificial Intelligence - 4.0 GPA

West Lafayette, Indiana

Relevant Coursework: Data Structures and Algorithms, Computer Architecture, Programming in C, Linear Algebra

SKILLS

- Languages: Python, Java, C++, C, JavaScript, TypeScript, SQL, HTML/CSS
- Frameworks & Libraries: React, Next.js, Flask, FastAPI, Node.js, NumPy, Pandas
- Databases & Data Engineering: PostgreSQL, NoSQL, Firebase, Vector Databases, Pinecone, ETL Pipelines, Data Modeling
- Cloud & DevOps: AWS, S3, EC2, Lambda, GCP, Docker, Git, CI/CD, Linux, REST API, Vercel
- AI/ML: LLM (LangChain, RAG, CoT/Reasoning, RLHF), Agents, MCP, PyTorch, GAN, RL, Diffusion, Graph Neural Networks

EXPERIENCE

• Machine Learning Engineering Intern

Jun 2025 - Present

Silver Spring, MD

- *Peraton Labs (Internship & Part-Time Co-op)*
- Developed reinforcement learning agent for IoT malware detection using PyTorch and graph neural networks, reducing exploration latency by 35% and increasing detection coverage by 25% while processing 500K+ device events daily.
- Built ETL pipelines for heterogeneous graph neural network architecture, extracting and sampling data from SQL databases, performing real-time tensor and matrix calculations, and implementing autoencoders to model device communication patterns, accelerating policy convergence by 40%.

Computer Vision Software Engineer

Feb 2025 - Aug 2025

Memories.ai (Part-Time)

Remote

- Architected production video memory framework processing 10K+ video streams for augmented reality applications using Python, Flask, and PostgreSQL, achieving 60% throughput improvement through frame sampling optimization and spatial data
- Published Python SDK on PyPI with 2K+ downloads, implementing comprehensive API wrappers, asynchronous processing, and REST API integration for video analysis workflows.

• Undergraduate Robotics Researcher

Mar 2025 - Jun 2025

IDEAS Lab, Purdue University (Part-Time)

West Lafayette, IN

- Built real-time SLAM pipeline in C++ and Python integrating sensor fusion and Kalman filtering, improving 3D scene reconstruction accuracy by 25% and reducing mapping latency by 30% through multithreading optimization.
- Implemented neural radiance fields for novel view synthesis, generating photorealistic scene reconstructions for autonomous navigation and robotic path planning.

• Undergraduate Data Engineer

Aug 2024 - Dec 2024

The Data Mine Corporate Partners, Purdue University (Part-Time)

West Lafayette, IN

- Built end-to-end weed detection data pipeline processing 200GB+ drone imagery using Python, TensorFlow, and PostgreSQL, optimizing ETL workflows and indexed queries for 40% faster data retrieval.
- Engineered semantic segmentation models achieving 92% accuracy on 50K+ labeled images, reducing herbicide usage by 60% and operational costs by \$150K annually through U-Net and YOLOv11 architectures.

• ML Science & Engineering Apprenticeship

Jun 2023 - Aug 2023

Naval Research Laboratory (Full-Time)

- Washington, D.C. • Led 4-engineer team developing deep learning models using UNet, Transformers, and GANs for underwater acoustic modeling, improving transmission loss prediction accuracy by 20% over physics-based simulations.
- · Architected secure Retrieval-Augmented Generation system with LangChain and vector embeddings for classified document retrieval, implementing access controls and reducing query response time by 65%.

PROJECTS

Ongoing

Tools: Next.js, TypeScript, FastAPI, Python, LangChain, Firebase, NoSQL, REST API, Algorithms

frontera.app

- · Founding engineer building full-stack platform serving 500+ users with cofounder matching algorithms, project discovery search engine, community features, and event scheduling; architected microservices backend with FastAPI, Firebase Authentication, NoSQL schema design for social graphs, and WebSocket connections for real-time collaboration.
- · Engineered multi-agent LLM system using LangChain for automated roadmap generation, task decomposition, and intelligent issue resolution; implemented recommendation engine for user matching and content filtering with collaborative filtering algorithms.

 Caladrius github.com/karthikcsq/Caladrius

Sep 2025

Tools: React Native, Python, LangGraph, GPT-4, AWS S3, REST API, Cryptography

- · Architected cross-platform AI medical triage application with React Native implementing encrypted QR-based data transfer and zero-knowledge architecture for HIPAA-compliant medical data handling; awarded 2nd Place at HackGT 12.
- Built multi-agent diagnostic system with LangGraph processing patient symptoms through specialized agents, achieving 85% triage accuracy and integrating REST API backend with AWS S3 for secure medical record storage.