

Shree Kesava Narayan Prasanna

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EDUCATION

B.S. IN COMPUTER SCIENCE | UNIVERSITY OF CALIFORNIA – LOS ANGELES (UCLA) | 2017 – 2021

- GPA: 4.0

PROJECTS

GENIE (RAPID PROTOTYPING TOOL) | CREATIVE LABS | APRIL – JUNE 2018

- Genie converts low-fidelity, hand drawn wireframes to high-fidelity web mockups
- Worked with the TensorFlow Object Detection API (as part of the AI team)
- Applied Transfer Learning to the COCO-pretrained Faster R-CNN with Resnet-101 model
- Implemented image preprocessing using OpenCV (RGB to grayscale, pixel value thresholding, resizing)
- Labelled hand drawn wireframes using LabelImg; used these to train the Faster R-CNN model

GOTTAGO! (VIDEO GAME) | HACK ON THE HILL (HACKATHON AT UCLA) | FEBRUARY 17, 2018

- Developed GottaGo! (video game) using Unity during hackathon at UCLA; came in 2nd place
- Worked on game mechanic (player movement, tapping mechanism, etc.); worked in a team of two
- Link to playable game: <https://featherbabystudios.com/gottago.html>

AIRUNNER (VIDEO GAME) | GLOBAL GAME JAM | JANUARY 26 – 28, 2018

- Created AIRunner (video game) using Unity for mobile (iOS); worked in a team of two
- Implemented game elements like enemy movement, boss battles, health system, player tap interaction, etc.

WORK EXPERIENCE

OFFICER | ACM AI: ACM AT UCLA | MAY 2018 - PRESENT

- Teach machine learning concepts using TensorFlow to undergraduates
- Concepts include Linear Regression and Neural Networks for data prediction and classification
- Built lesson, using Jupyter Notebook, on Convolutional Neural Network for Hotdog/Not-Hotdog classification

MENTOR | DATA SCIENCE FOR INDIA | JUNE – SEPTEMBER 2017

- Volunteered for “Data Science for India”; instructed using Python
- Taught 30 high-schoolers Linear Regression, plotting graphs, probability and statistics

ACTIVITIES

GAME DEV USING UNITY | ACM STUDIO: ACM AT UCLA | OCTOBER 2017 - PRESENT

- Create video games in teams; involves creating maps, player scripts, power-ups, etc.

COURSE PROJECTS AT UCLA

- Made a Substitution Cipher Decoder using C++. Implemented resizable open hash table, translator, tokenizer, etc.
- Made a video game (NachenBlaster) using C++
- Modified single-threaded ray tracing algorithm to implement multi-threading, significantly improving speed

LANGUAGES/OTHER SKILLS

- C++, C, Python, C# (in Unity), Java, HTML, JavaScript, Bash, Git