SHREE KESAVA NARAYAN PRASANNA

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EDUCATION

University of California - Los Angeles (UCLA)   Sept. 2017 - Current
BS Computer Science 2021
GPA: 4.0

EMPLOYMENT

UCLA ACM AI, *Officer*   May 2018 - Current
· Leading the Beginner Track Workshop series; working in team of 4 to create and present content
· Teach Machine Learning concepts using TensorFlow & NumPy to UCLA students
· Concepts include Linear/Logistic Regression, Neural Networks, gradient descent, back-propagation, etc.

UCLA ACM AI - External (BMES Team), *Project Manager + Engineer*   Oct. 2018 - Current
· Collaborating with the Biomedical Engineering Society (BMES) at UCLA as "AI team" for BMES
· Working in a team of 4 on Computer Vision tasks like microscopic image segmentation, cell counting, etc.

UCLA DevX, *Back End Developer for BruinBite (a dining app)*   Oct. 2018 - Current
· Restructured PostgreSQL database using Django; parsed JSON to scale nutrition data based on serving size

PROJECTS

Genie - A Rapid Prototyping Tool   Apr. 2018 - June 2018
· Genie converts low-fidelity, hand drawn wireframes to high-fidelity web mockups
· Worked, as part of the AI team, with the TensorFlow Object Detection API
· 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)

GottaGo!   Feb. 2018 - Mar. 2018
· Developed GottaGo! (video game) using Unity during hackathon at UCLA; came in 2nd place
· Implemented game mechanic (player movement, tapping mechanism, etc.); worked in a team of two
· Playable game: https://featherbabystudios.com/gottago.html

The Brave Knight   Jan. 2018 - June 2018
· Created First Person video game as part of the "Meta Team"; wrote the story's dialog
· Developed enemy skeleton behavior: spawn script, movement script, setting animation using Unity's animator.
· Link: https://elior-fureraj.itch.io/the-brave-knight-the-quest-to-defeat-the-great-dragon

AIRunner   Jan. 2018 - Jan. 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.

Coursework at UCLA
· Intro to CS: created NachenBlaster (video game), implemented OOP concepts; made a Substitution Cipher Decoder
· Algorithms & Complexity: familiar with various programming paradigms and data structures

SKILLS

LANGUAGES AND MISCELLANEOUS: C++, Python, C, C# (Unity), TensorFlow, Django, Java, HTML, JavaScript, SQL, Bash, Git