Krishna Paliwal

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Experience

Lead Designer & Developer — Remote, April 2025
Gamedev.js Gamejam
· I **designed** and **developed** the game with my team building the assets.
· Gained experience with unity and collaborated with **international devs.**
· Ranked **#281** -. Play!

Open Source Contributions — Remote, January 2025
MLFlow
· Collaborated with the devs to change some features and make changes to the codebase.

Projects

Sign Language Converter — November 2024
· A website integrating machine learning to convert sign language media into text.
· Achieved a **mAP50-95 of over 90%** with an average latency of **30ms** per media**.**

Homework Solver LLMs — August 2024
· Custom fine-tuned Llama3.1 8B with **quantization for compute efficiency** for solving homework from maths to science to social science.
· Trained using sloth on a custom dataset, made by **web scraping** and **concatenation of available data**.

FileAI — March 2025
· A website which can convert text prompts into **fully formatted tailored documents**.
· OTP based authentication, database management, and using openai's api endpoints..

Trash Classifier — June 2024
· A **compute-efficient** CNN built on a custom version of the TinyVGG architecture.
· Classifies trash images into 9 subcategories, **can be run on a i3 cpu.**

Memyze — February 2026
· A program for **memory analysis** and **port management** of an app.
· Can analyze single PIDs, entire applications and check the ports occupied by them.

Skills

- **Fullstack** with React, Nextjs, Django and Springboot
- **Relational Databases** with SQL
- **Machine Learning** with Pytorch. Tensorflow, Scikit-learn, Pandas, Numpy and Unsloth.
- Application in Qt Framework C++ and Flutter.
- **Data Analysis** with matplotlib, seaborn and big data tools.
- **Reinforcement Learning Simulations** and Game dev in Unity
- **Deployment services** like AWS, Google Cloud and Azure.
- Containerization with **docker and kubernetes**
- I can also play the flute (if that helps in any way).