

Mohit Ram Kumaragurubaran

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Education

SRM Institute of Technology – B.Tech Computer Science and Engineering w/ AI & ML 9.41 cgpa 2025
The PSBB Millennium School – PCM stream w/ Computer Science 89% cbse board 2021

Work Experience

Machine Learning Engineer (Intern), GoDB Tech Pvt. Ltd. – Chennai, TN July 2023 – August 2023

- Evaluated cost-effective alternatives to proprietary recommendation engines for insurance policies
- Assessed open-source solutions based on their feasibility, performance, and ease of implementation
- Identified promising alternatives to proprietary systems while significantly reducing licensing costs

Skills

Languages: Python, C++, C#, Javascript, SQL, Shell script (Linux)
Frameworks: Tensorflow, Pytorch, Keras, Flask, Pandas, Seaborn, Node.js, OpenCV, OpenAI Gymnasium
Tools: Git, Jupyter, Docker, Amazon Web Services (AWS), PowerBI

Projects

Deep Reinforcement Learning Game Agent for DOOM

- Configured VizDoom environments & trained game agent with Gymnasium in the shooter game DOOM
- Developed an asynchronous training method with Worker-Learner processes to reduce training time
- Reduced training time by 4x compared to conventional methods without degradation in performance

Artistic Neural Style Transfer for Creative Teams

- Developed a neural style transfer pipeline for artwork with emphasis on content preservation
- Built using ComfyUI and Stable Diffusion XL for processing artwork
- Results in saved time and manpower for creative teams looking to enforce consistent style guidelines

Insurance Policy Recommendation Engine

- Developed an engine that recommends insurance policies to customers based on individual historical data
- Utilized different approaches to work around large amounts of missing or confidential customer data
- Results in 89% accuracy using Correlation Cross Occurrence when minimally recommending policies

Perspective-agnostic Image Classifier using Superglue

- Developed system that can classify images taken in the same environment, even from different perspectives
- Built using Transformer-based local feature matching and Superglue for working with sparse features
- Accurately classifies batches of images taken in the same location using environmental features

Flask-based Distributed Polling System

- Developed a backend webservice for synchronous polling from multiple end user devices using Flask
- Implemented a .csv-based system for the collection of poll statistics
- Deployed system on 12+ individual devices and utilized for the student body council elections

Conferences and Publications

Deep Reinforcement-based Learning Agents for Gameplay Strategies, Recent Advancements in Communication, Computing and Artificial Intelligence RACCAI-2024

Positions of Responsibility / Extracurricular Activities

Student Coordinator, Zypher'24 AI Symposium – Managed a technical event for the symposium, organized participants and activities

Organizing Committee Lead, Millennium MUN'19 – Managed the finance team, delegate registrations and committee allocations

Languages

English (Native fluency), **Japanese** (Professional Working Capacity), **Tamil** (Professional Working Capacity)