Nanda H Krishna

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About

I am an Undergraduate Student of Computer Science and Engineering interested in Machine Learning, Artificial Intelligence and Computer Vision, and research in these fields. I particularly enjoy their applications in interdisciplinary fields.

Education

- **Sri Sivasubramaniya Nadar College of Engineering** — Chennai
  B.E. Computer Science and Engineering; Affiliated to Anna University; GPA: 9.62 (2 semesters) — *2017 – 2021*
- **Vidya Mandir Senior Secondary School** — Chennai
  High School: Computer Science; Class X 10 CGPA; Class XII 96.6% (483/500) — *2003 – 2017*

Experience

- **Solarillion Foundation** — Chennai
  Undergraduate Research Assistant — *Oct. 2018 - Present*
  - **Machine Learning Group**: Currently working on movie lifetime prediction based on transactional data from a top multiplex in Chennai. Previously worked on prediction of flight delay times based on historical flight performance data and weather data.

Skills

Machine Learning · Image Processing · OpenCV · C · C++ · Python · Java · MATLAB · Web and Android Development · Arduino · Raspberry Pi

Projects

- **Movie Lifetime Prediction (Jan. 2019 - Present)**: Working on predicting the lifetime of a movie based on transaction data from a top multiplex in Chennai.
- **Measurement of Wheel Distances and Angles from Stereo Images (Aug. 2018 - Present)**: An industrial project to measure the distance and angles of tilt of a wheel using images captured by stereo cameras, using OpenCV and C++.
- **Flight Delay Prediction using Machine Learning (Nov. 2018 - Jan. 2019)**: Worked on a machine learning based approach to predict arrival and departure delay of flights based on historical flight performance data and weather data.
- **WhacAR (Dec. 2018)**: Developed an AR game for Android using Sceneform and ARCore, written in Kotlin. Won the top team award at MLH Local Hack Day 2018.
- **Pokemon Go on Arduino (Jul. 2018)**: Developed a simple version of Pokemon Go using Arduino and IMU sensor.
- **brOS - Suite of Applications (Oct. 2016 - Dec. 2016)**: A suite of applications coded in C++, developed for the Class 12 Computer Science Project. Contains 4 applications (Clock, Calendar, Calculator, Notepad) and 4 games, and a customisable UI. Won the Best Project in Computer Science Award.

Courses

- **Machine Learning by Stanford University (Coursera)**: Dec. 2018 - Present
- **Python for Data Science by UC San Diego (edX)**: Oct. 2018 - Dec. 2018
- **Machine Learning Crash Course by Google AI**: Sep. 2018 - Oct. 2018
- **University Courses**: Python Programming, C Programming, Mathematics - I and II, Discrete Mathematics, Probability and Queuing Theory, Data Structures, Object Oriented Programming, Design and Analysis of Algorithms, Digital Principles and System Design, Computer Architecture, Operating Systems, Database Management Systems

Achievements

- Merit Scholarship for Rank 1 in CSE Department for Semesters 1 & 2
- Top team at MLH Local Hack Day 2018, Chennai
- Honorable Mention in ACM ICPC 2017
- Award for Consistent Performance in Computer Science in Class 11 & 12
- Award for Best Project in Computer Science in Class 12

Memberships

ACM - Student Member · IEEE - Student Member

Languages

English · Tamil · Hindi · Sanskrit · Japanese · Korean · German

Hobbies

Competitive Programming · Quizzing · Languages · Writing and Poetry · Theatre (Acting) · Music