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 fields such as Healthcare, Law, Crime and Environment problems.

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
  Research Trainee — *Oct. 2018 - Present*
  - **Machine Learning**: Currently working on a machine learning based approach to predict flight delay times based on various factors.
  - **Arduino**: Used various components including switches, transistors, Servo motors, potentiometer and LEDs.

Skills

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

Projects

- **CAPTCHA Solver for University Website (Nov. 2018 - Present)**: A CAPTCHA Solver that can solve the Anna University portal CAPTCHAs.
- **Prediction of Flight Delay Time using Machine Learning (Nov. 2018 - Present)**: A machine learning based approach to predict arrival and departure delay of flights based on various factors such as weather, location, etc. in the US.
- **Measurement of Wheel Distances and Angles from 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++.
- **AIko - Natural Language Assistant (Oct. 2018 - Nov. 2018)**: A natural language assistant written in Java that can carry out casual conversations, open applications, perform mathematical calculations and retrieve information; also learnt basics of DialogFlow and OpenNLP.
- **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)**: Nov. 2018 - Present
- **Python for Data Science by UC San Diego (edX)**: Oct. 2018 - Present
- **Machine Learning Crash Course by Google AI**: Sep. 2018 - Oct. 2018
- **University Courses**: Python Programming, C Programming, Mathematics - I and II, Discrete Mathematics, Data Structures, Object Oriented Programming, Digital Principles and System Design
- **Embedded Software Development Workshop at SSN**: Worked with Arduino and Raspberry Pi, used NodeMCU, IMU, Servo motors and other components. Developed an Arduino based version of Pokemon Go.

Achievements

- Merit Scholarship for Rank 1 in CSE Department for Semesters 1 & 2
- 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
- Qualified for higher levels of AMTI and RMO Mathematics Olympiads
- Merit Scholarship for Rank 1 in CSE Department for Semesters 1 & 2

Memberships

Association for Computing Machinery

Languages

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

Hobbies

Competitive Programming · Quizzing · · Language Learning · Writing and Poetry · Theatre (Acting)