

NIRANJAN KRISHNA

MACHINE LEARNING ENGINEER

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ABOUT ME

Trying to add value to the world by designing intelligence algorithms. Primary areas include Machine Learning/AI, Backend and Server Architecture, and DevOps. Self-Taught Engineer without Formal Education. Currently 18 years of age.

EXPERIENCE

AI Engineer

Nov 2021 - Apr 2022

reKnow.ai

- Developed and Finetuned Language Models including GPT-J
- Created Clustering-based question answering systems
- Deployed dockerized automated containers for training GPT Models
- Guided Junior AI Engineers to finetune Bert-base-uncased

Lead Software Engineer

Jan 2021 - Jul 2021

FindMonsters

- AR Game Development with Niantic ARKit
- Developed Semantic Segmentation Models to Distinguish Environments in AR Space
- Classified Natural Objects such as Trees, Bushes for AR Object Placement

Lead Software Engineer

Jan 2020 - Dec 2020

TheGGLife

- Worked on Server Architecture in Node using Javascript for Livestreaming Capabilities
- Coded Backend Servers for real-time communication between Games and LiveStreams with WebSockets
- Created DevOps Mechanisms for CI/CD pipelines through Gitlab actions and Docker
- Developed multiplayer games in Unity using C# as part of the live-streamed product
- Used NLP to classify natural language into instructions that translated to gameplay in Pytorch

EXPERTISE

Python

Pytorch

Tensorflow

Node.js

Docker

Kubernetes

OTHERS

Classifier Guided Diffusion for Image Inpainting. Applications to Fine Art 2022

Extended Abstract accepted at Latinx conference (ICML 2022)