Niranjan Krishna

Generalist Engineer

I've worked with APIs, databases, real-time systems, robotics frameworks, full-stack apps, game engines, and machine-learning models. If I haven't worked with something yet, I'll pick it up fast. I get things done—bonus points if it's something really cool.

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Experience

Formant
Robotics Engineer (*Nov 2022 – Present*)

- Developed robotics frameworks, focusing on backend systems using Python, deployed across 100k+ fleet units for major robotics providers using asynchronous low-level networking technologies in Python.
- Engineered performance analytics tools capable of processing upwards of 1 million Snowflake data points with no performance overhead in Python.

Reknow.ai
AI Engineer (*Nov 2021 - Apr 2022*)

- Fine-tuned GPT-J language models locally, achieving cost savings of over $200k using transformers library.
- Designed clustering-based QA models in Pytorch for user query resolution, achieving 85% query acceptance.

FindMonster
Lead Software Engineer (*Jan 2021 – Jul 2021*)

- Implemented AR game development using Niantic ARKit
- Created semantic segmentation models to identify and classify natural objects for accurate AR object placement with an IoU (intersection-over-union) score of >0.7

TheGGLife
Lead Software Engineer (*Jan 2020 - Dec 2020*)

- Engineered server architecture in Node.js for live streaming, supporting real-time interaction for games with audiences averaging 150k+ concurrently via WebSockets.
- Developed Unity-based multiplayer games with live-stream integration, incorporating NLP for command-to-gameplay translation in Pytorch with 94% classification accuracy.

Consultancy

LedPulse
AI-Powered Computational Art Installation (*Dec 2024*)

- Developed an AI pipeline for Dragon, LedPulse's volumetric display, transforming speech into real-time abstract musical visuals based on emotional and tonal analysis.
- Showcased at *Future Unfold 2024*, enhancing speaker presentations on the main stage.

Publications

“Classier Guided Diffusion for Image Inpainting. Applications to Fine Art", Accepted at LXAI at ICML 2022