Yashwant Krishna Pagoti

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EDUCATION

Indian Institute of Technology Kharagpur

Computer Science and Engineering (dual degree)

Kharagpur, India 2020 - 2025

WORK EXPERIENCE

Sprinklr, Inc. | Gurugram, India | *Product Engineering Intern*

May 2024 - July 2024

- Developed an end-to-end Retrieval-Augmented Generation (RAG) pipeline to extract and organize information from complex documents.
- Extracted different modalities, including text, tables, and images, from PDFs and extracted structured data from images using vision LLMs.
- Created descriptive metadata for indexing text/image chunks using advanced language models, enhancing data retrieval and searchability.
- Explored and implemented various chunking mechanisms and utilized FAISS vector store for effective data indexing and retrieval.

Goldenflitch Studios | Remote | Unity Consultant

August 2023 - November 2023

- Conducted a comparative analysis and **SWOT** evaluation of over **7**+ game engines, assessing them against industry-relevant parameters.
- Addressed custom client requirements, including research on dynamic mesh generation, asset acquisition, and advising on Unity licensing.
- Integrated GraphQL API into Unity, overcoming limitations in Unity WebGL through custom WebSocket development in JavaScript.
- Contributed to the development of a motor and conveyor belt model adhering to realistic standards, allowing **dynamic mesh generation during runtime** for user flexibility and **mirroring a digital twin** of a real factory setup.

K12 Techno Services Pvt. Ltd. | Remote | *Game Development Intern*

June 2022 - August 2022

- Developed a space shooter game using MVC architecture patterns and state machines to enhance code readability and maintainability.
- Collaborated with a team of 7 members to create an engaging endless runner game in Unity 3D, utilizing GitLab for version control.
- Coordinated with the team lead and designed 5+ 3D environments with the provided assets.
- Optimized memory management by implementing addressable assets, resulting in improved run-time memory utilization.

PROJECTS

Attacks and Countermeasures for Secure Implantable Medical Devices

August 2023 - April 2024

- Developed and executed a software simulation of Implantable Cardioverter Defibrillators (ICDs) using React and SCSS to accurately model
 device behaviour and potential vulnerabilities, enabling a thorough demonstration of data manipulation attacks.
- Simulated over 30+ data manipulation attacks on ICDs to assess their impact on patient safety, providing insights into their vulnerabilities.
- Implemented Rhythm ID algorithm within ICDs to efficiently detect and respond to cardiac arrhythmias, particularly tachycardia.
- Employed a black-box approach to reverse engineer the communication protocol between the ICD and device programmer, utilizing MATLAB to develop receiver and transmitter programs to intercept the communication channel with a USRP device and antennas.

Fast and Efficient Semantic Image Retrieval

January 2023 – April 2023

- Implemented a semantic image retrieval system utilizing hierarchy-based semantic embeddings trained on the CIFAR-100 dataset.
- Employed deep hashing for generating compact representations of input images and enhanced it by utilizing floating-point hashing.
- Utilized AlexNet architecture for feature extraction, followed by a hashing layer to create compact, continuous representations.
- Created the frontend using Streamlit, providing users with an interface to upload images and obtain semantically similar image results.

AWARDS AND ACHIEVEMENTS

- Secured an All India Rank 1597 in JEE Advanced 2020 among 1,50,000 and an AIR 953 in JEE Main 2020 among 1.5 million candidates.
- Achieved a rank of 287 in TS EAMCET-2020, a state-level entrance exam with participation from over 1,20,000 candidates.
- Played a key role in contributing to our team's success in winning the bronze medal at the Open Soft General Championship 2023.
- Earned student membership in the esteemed Institute of Actuaries of India by qualifying the ACET January 2021 Examination.

SKILLS AND EXPERTISE

Languages & Frontend Frameworks: JavaScript, Typescript, Sass, C/C++, C#, Java, Python, Lua, Bash, ReactJS, NextJS, Redux, Sanity.io
Al & Machine Learning: LangChain, LlamaIndex, LLM Integration, OpenAl GPT Models, Groq, Prompt Engineering
Databases & Backend Frameworks: PostgreSQL, MongoDB, MySQL, GraphQL, Neo4j, Cypher, Node.js, Express, Django
Unity, Unity 2D, Blender, Linux, Git/Github, GitLab, Docker, Photosthop, Illustrator, Figma

VOLUNTARY CONTRIBUTIONS

Computer Graphics Society (CGS) | IIT Kharagpur | Head of Web Development

September 2022 - September 2023

- Designed and developed the official website of CGS using HTML, CSS, React for the frontend, and Sanity.io for the backend.
- Mentored and guided 14 junior members of the society by assigning tasks, evaluating progress, and supporting throughout their journey.
- Actively contributed to the successful organization of Respawn Game Jam 2022, hosted by IITKGP, IITK, and IITG: designed the event logo, created visually appealing thumbnails, and edited videos for the Unity workshop series on YouTube.

Stack Overflow Community Engagement

May 2022 - present

- Accumulated an impressive reputation of 2,500 and earned 2 gold, 9 silver, and 31 bronze badges over 3 years of community engagement.
- Answered 182 questions, reaching an audience of more than 61,000 people, actively contributing to the Stack Overflow knowledge base.