

# Shanmukha **Saketha Ramanujam S**

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## EDUCATION

**Gayatri Vidya Parishad College of Engineering(A)**

B.Tech.

in Electronics and Communications

Expected Graduation: 2019

Cumulative GPA: 7.72 / 10

## COURSEWORK

Real-Time Operating Systems

Computer Networks

Data Communication Networks

Electronics Devices and Analysis

Data Structures and Algorithms

Microwave Antenna Design

Microcontroller Programming

## POSITIONS

**Campus Expert, Sept.2018 - Present**

GitHub – GVPCE(A)

**Systems Administrator**

GVP - Centre for AI

**Co-Founder, 2018 - Present**

GVP-AI-CLUB

**Club Coordinator, 2017 - 2018**

College Cultural Club, GVPCE(A)

## SKILLS

### PROGRAMMING/SCRIPTING

**Regular:**

C • Python • CSS • JS • Matlab

**Familiar:**

Shell • MySQL • C# • Java

### LIBRARIES/Frameworks

**Game Engines:**

Unity

**Web:**

NodeJS • Flask • Django • Jekyll

Bootstrap • Material Design

**Machine and Deep Learning:**

Tensorflow • Keras

**Systems:**

Nginx • Apache2

**Operating Systems:**

Linux Windows

## EXPERIENCE

**Gayatri Vidya Parishad Artificial Intelligence Club | Content Moderator**

July 2018 – Present | Visakhapatnam, IN

- Maintainer of the organization and website for GVP-AI-Club, an open initiative to train individuals on artificial intelligence.
- Responsible for automating and integrating test suites for student submission repository

**Scientific and Industrial Research Centre – GVP | Research Intern**

May 2018 – Present | Visakhapatnam, IN

- Responsible for Developing Machine Learning Models and deploying them for sensor data analysis and classification in opto-electronics experiments with low power lasers.
- Implemented **socket communication** protocol for high speed sensor data transfer over local wireless networks using TCP sockets.
- Deployed automation system for image processing tasks with **Google Cloud** and **Firebase Integration**.

**Khadga Entertainment | Game Development and Design Intern**

Jan 2017 – March 2018 | Visakhapatnam, IN

- Responsible for sound design of hyper-casual game segment called **Freak Space**
- Prototyped a hyper casual one tap game and a 3d infinite runner.
- Part of the design and maintenance team of the website [www.khadga.com](http://www.khadga.com)

## SELECTED PROJECTS

**REAL TIME DATA MONITORING SYSTEM** – Socket Programming | Python

- Implementation of TCP/IP socket communication system for sensor data transfer.

**GAZE POINT HEAT MAP** – OpenCV | Python

- Heatmap generation application using OpenCV in python to analyse user gaze.

**ROAD ROUGHNESS PROFILER** – Python | Arduino C

- Implementation of utilization of ultrasonic distance measurement using over the wheel sensor to analyse the roughness indices of roads.

## AWARDS AND RECOGNITIONS

**Second Runner up, Game Design and Prototyping Competition by Unity**

November 2018

**Campus Expert Recognition from GitHub**

September 2018

**National Finalist (Top 45), L&T TS – Techgium Competition**

April 2018