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: 7.84 / 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,
GitHub – GVPCE(A)
Sept.2018 - Present
Mentor, GVP-AI-CLUB
2018 - Present
Club Coordinator, College Cultural Club, GVPCE(A)
2017 - 2018

SKILLS

PROGRAMMING/SCRIPTING

Regular:

• Python • C • CSS • JS • Matlab

Familiar:

• Shell • MySQL • C# • Java

LIBRARIES/FRAMEWORKS

Game Engines:

• Unity

Web:

• NodeJS • Flask • Jekyll

• Bootstrap • Material Design

Machine and Deep Learning:

• Tensorflow • Keras • Scikit

Operating Systems:

• Linux • Windows

EXPERIENCE

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 inhouse testing of image processing tasks with Google Cloud Platform and Firebase Integration.

Siya Softicon Pvt. Limited | Computer Vision Intern
Feb 2018 – April 2018 | Remote

- Developed a gaze point tracker for heat map generation that can be used to monitor user gaze and trigger ads accordingly.
- Based upon the Viola Jones algorithm the system uses a HAAR Cascade mechanism to track human eye.

Khadga Entertainment | Game Development and Sound Design Intern
Jan 2017 – March 2018| Visakhapatnam, IN

- Sound designer for hyper-casual game segment namely 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

RECENT PROJECTS

CLASSIFICATION MODEL(s) FOR LASER DATA – Random Forests | Python

- Implemented and tuned the Random Forests Classifier model for event classification.

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.

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