Pathapati Venkata Sai Saravan

Baltimore, MD | 410-869-5848 | saravan.pathapati@gmail.com | linkedin.com/in/saravan-pathapati

Education

University Of Maryland Baltimore County *May 2024*
Master of Science in Computer Science Baltimore, USA

Vellore Institute Of Technology *May 2022*
Bachelor of Technology in Computer Science Vellore, India

Skills Summary

- **Languages**: Python, PHP, SQL, C#, JavaScript
- **Frameworks**: Flask, TensorFlow, Keras, Django
- **Libraries**: Scikit, NLTK, SpaCy
- **Tools**: Kubernetes, Docker, GIT, MySQL, Blender, Audio Mixer, AWS Lambda, Amazon S3
- **Platforms**: Windows, Linux, Unity, Unreal Engine, Arduino, Raspberry, GCP, AWS
- **Soft Skills**: Leadership, Event Management, Writing, Public Speaking, Time Management

Projects

Anonymizing Users' Behavior In Virtual World Using Differential Privacy *Jan 2023 – May 2023*
University Of Maryland Baltimore County
- Implemented an array of privacy-enhancing techniques to anonymize user behavior derived from in-game data.
- Developed a comparative chart highlighting the equilibrium between privacy and usability, illustrating the effectiveness of differential privacy in addressing privacy concerns arising from targeted advertising and surveillance.

Intelligent Play: Enhancing Gaming Experience through Reinforcement Learning *Aug 2022 – Dec 2022*
University Of Maryland Baltimore County
- Developed a reinforcement learning agent that can play the 2D game.
- The agent was trained on a dataset of gameplay data, and was able to learn how to play the game.
- The agent predicts how its actions would affect the state of the environment. This information was then used to plan the agent's next actions in order to achieve its goals.

AI-Enhanced Realism in Gaming: Crafting Dynamic Environments and NPCs *Jan 2022 – May 2022*
Vellore Institute Of Technology
- Showcase of how artificially driven Non-Playable Characters and interactive environments are used in the process of making games more realistic.
- Created Character State machines, Animation Transitions, Trigger systems, and Audio mixers.
- Developed a zombie themed environment to show how non-ideal interactive NPC makes game more realistic and immersive.
- Presented in ICT4SD 2022 Internation conference by Springer.

Human gait Recognition *Aug 2021 – Dec 2021*
Vellore Institute Of Technology
- Object detection (YOLOv3)and pose estimation (HRNet) on the CASIA-B dataset
- Obtain the accuracy per probe angle excluding identical-view cases

Certifications

Mathematical Thinking in Computer Science | Coursera *Nov 2019*
https://coursera.org/share/c4cc97bedafc4085325168b5b34d4224
Introduction to the Internet of Things and Embedded Systems | Coursera *Jun 2020*
https://coursera.org/share/afad2e3bdef32ab80df047948f0db62

Publications

Springer Publications/ ICT4SD 2022 International conference | Nov 2022
Artificial Intelligence in Game Programming
DOI : https://doi.org/10.1007/978 981 19 5221 0 60

Volunteering

Research Volunteer In Malware Analysis Research Group | *Dec 2022*
University Of Maryland Baltimore County
Collaborated with Professor Charles Nicholas to gain insights on the application of machine learning in malware analysis.