

Shaswat Anand

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EDUCATION

University of Southern California

Master of Science in Computer Science

Los Angeles, CA

Aug. 2021 – May 2023

Ramaiah Institute of Technology

Bachelor of Engineering in Information Science and Engineering

Bangalore, India

Aug. 2015 – June 2019

EXPERIENCE

NLP Engineering Intern

NVIDIA

May 2022 – Aug. 2022

Santa Clara, CA

- Worked with the RAPIDS team on analysing, designing, and implementing optimized GPU algorithms for large-scale data analytics and machine learning
- Boosted the API coverage in cuML and cuDF by adding and improving around 7 features

Senior Software Engineer

Query.AI

Aug. 2020 – July 2021

Bangalore, India

- Minimized misclassified user intents by over 50% by redesigning the Natural Language Processing(NLP) features
- Scaled the API contracts by developing more than 10 REST APIs at the backend
- Improved access to the NLP and more than 4 other features by developing user interface at the frontend
- Contributed to open source NLP libraries like Rasa NLU by adding 2 features to it
- Assisted the team in acquiring intellectual properties by co-authoring a US patent - *Virtual Data Lake System Created With Browser-based Decentralized Data Access And Analysis*: **U.S. Patent Number 11397832**

Software Engineer

Query.AI

July 2019 – Aug. 2020

Bangalore, India

- Conceptualized the Data Science foundations of the product's analytics features by developing more than 1 prototypes of Machine Learning(ML) and Deep Learning(DL) models
- Developed an optimised model for anomaly detection by developing an Autoencoder model using TensorFlow

Software Engineering Intern

Query.AI

June 2018 – July 2018

Bangalore, India

- Enhanced the cognitive console product's performance by over 20% by optimising its AI features and ML models
- Co-authored a US patent - *Artificial Intelligence-Assisted Information Technology Data Management and Natural Language Playbook System*: **U.S. Patent Number 10846342**

PROJECTS

AI agent for GO Board Game | Python, Linux Shell, JavaScript

- Built an AI agent using alpha-beta min-max algorithm with dynamic iterative depth for 5*5 GO board
- Provided a user interface through a web application for excellent user experience with a win probability of more than 80%

Recommendation System | Python, PySpark, NLTK, Spacy

- Created a XGBoost Regressor model to recommend restaurants to users by predicting their rating for each outlet
- Achieved the best performing model award among more than 250 students in Data Mining

Handwritten Digit Recognition | Python

- Designed a multilayer perceptron model to recognise handwritten digits **without using any external libraries**

Hidden Markov Model part-of-speech tagger | Python

- Implemented an HMM for POS tagging with accuracy greater than 95% for multiple languages like Italian, Japanese and Urdu

TECHNICAL SKILLS

Languages: Python, Typescript, C/C++, Java, HTML, JavaScript, SQL (Postgres), Scala

Frameworks: Angular, Flask, React, Node.js, Rasa NLU, Material-UI

Developer Tools: Git, Docker, VS Code, PyCharm, IntelliJ, Eclipse, AWS, GCP, Windows, Linux, MacOS, Ubuntu

Libraries: NLTK, SpaCy, TensorFlow, Scikit-Learn, Spark, Pandas, NumPy, Matplotlib, cuML, cuDF, RAPIDS