

Sidharth Praveenkumar

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EDUCATION

Singapore University of Technology and Design

Singapore

- Bachelor of Engineering, Honours (Information Systems Technology and Design)
- Intended Specialization: Artificial Intelligence
- Expected Date of Graduation: September 2021

May '18 to present

Global Indian International School (GIIS)

Singapore

- Achieved 96.2% aggregate for Grade 12(A level equivalent)

Aug'13 to Mar'18

WORK EXPERIENCE

Singapore Airlines

Singapore

Digital Innovation Intern

May'19 to present

- Lead developer of a web view application for Android and iOS that uses Google's Cloud Vision API for detect text from images. This included developing a classification algorithm using **NLP** to extract relevant fields of the subject. Back-end and requests were handled using **Node.js**.
- Presented prototype to business units and achieved a 99% success rate among the test data. Implemented prototype using **Agile** Framework; prototype was approved and handed over to senior developers for deployment.

ACADEMIC RESEARCH AND PROJECTS

Undergraduate Research and Opportunities Programme (UROP)

Singapore

Machine Learning and AI for Fabrication Design

Sept'18 to Jan'19

- Used Machine Learning to learn the relationship between mechanical/functional behaviour and a fully discretized set of parameters (e.g., **voxelization**) of a microstructure.
- Used the ML model for efficient simulation and design optimization of large-scale lattice structures. Supported in developing a **VoxNet CNN** using a pretrained classification dataset (ShapeNet-40).

Digital World 1D Project

Singapore

Integrated Consultation Booking System

Jan'18 to Mar'18

- Spearheaded a team of four other members to develop a middleware consultation booking system between professors and students in universities, with separate entry points on student and professor ends.
- Utilized Google Firebase to implement **IOT** in updating vacant and occupied slots; specifically worked on back-end data integration and application architecture. Application was built using **Python**; **Kivy** for GUI.

AWARDS AND ACCOMPLISHMENTS

NUS HackNRoll Hackathon

Singapore

Top 5 Winning Team

Jan'19

- Won Singapore's largest annual student led hackathon with an estimate turn up of 350 participants.
- Worked with a team of 4 to develop a convolutional neural network to classify facial emotions and a game to help actors enhance their emotions.
- Additionally, worked with the graphical front-end interface of the game, using **PyGame** and **TKinter** libraries.

VR Hackathon

Singapore

What the Hack 2018

Sept'18

- Collaborated with a team of 4 in creating a Virtual Reality platformer game over the course of 24 hours using **Unity** as the development engine and **C#** as the programming language.
- Exclusively developed the front-end experience and the graphics of the game.

CO CURRICULAR ACTIVITIES

Design Odyssey

Singapore

Student Mentor

Jan'19 to Mar'19

- Mentored secondary school students to guide them through 'The Schools Challenge', a social innovation competition. Taught design thinking methodologies as well as innovation cycles.

SUTD Student Government, ROOTS

Singapore

Director of Student Initiatives

July'18 to present

- Led a team of 15 members to organize the 2019 Open House event for SUTD.
- Represented multiple CCA Clubs and kept track of their budgets and expenses for the financial year and each pulse check.

ADDITIONAL INFORMATION

- Relevant Coursework – Linear Algebra, Data Structures and Algorithms and Objected Oriented Programming.
- Proficient and well versed at Python, NodeJS, C++, Git and Java for Android Development
- Well acquainted with libraries such as Selenium, PyGame, NumPy, PyTorch, OpenCV, Keras and REST APIs.