

Sidharth Praveenkumar

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EDUCATION

Singapore University of Technology and Design	Singapore
<ul style="list-style-type: none">Bachelor of Engineering (completed freshman year)Pursuing Informational Systems and Technology Design (ISTD)Expected Date of Graduation: September 2021	May '18 to present
Global Indian International School (GIIS)	Singapore
<ul style="list-style-type: none">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
<ul style="list-style-type: none">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 idea to Business Units and achieved a 97% 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
<ul style="list-style-type: none">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
<ul style="list-style-type: none">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.	

AWARDS AND ACCOMPLISHMENTS

NUS HackNRoll Hackathon	Singapore
Top 5 Winning Team	Jan'19
<ul style="list-style-type: none">Won Singapore's largest annual student led hackathon with an estimate turn up of 400 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	S
What the Hack 2018	Sept'18
<ul style="list-style-type: none">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
<ul style="list-style-type: none">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
<ul style="list-style-type: none">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

- Proficient and well versed at Python, R, NodeJS, C++ and Java for Android Development
- Acquainted with libraries such as Selenium, PyGame, NumPy, TensorFlow, OpenCV, Keras and REST APIs.
- Intermediate in SketchUp, Illustrator and Photoshop