

# SINDURA SRIRAM

BROWN UNIVERSITY '21

## EDUCATION

**Brown University**, 3.94 GPA

Expected Graduation **May 2021**

Bachelor of Science: **Applied Math and Computer Science**

### Relevant Courses:

Operations Research: Probabilistic Models  
Machine Learning  
Computer Vision  
Digital Worlding  
Data Structures and Algorithms  
Computational Linear Algebra  
Applied Partial Differential Equations  
Statistical Inference

## PUBLICATIONS AND EXHIBITIONS

"God-Fearing Savages," featured in the Granoff Center for the Creative Arts Exhibition and in the 2019 Southeast Asian Studies Initiative Research Exhibition

"Farmer John's Nirvana," in *Visions*, Brown and RISD's Asian/Asian-American Literary Art Publication

## SKILLS

**Technical Languages:** Java, Python, C, C++, C#, HTML, CSS, MATLAB

**Illustration and Design:** Adobe Illustrator, Photoshop, InDesign, Character Animator

**3D Animations and Modeling:** Maya, Unity, SolidWorks, Blender

## FOREIGN LANGUAGES

English (native),  
Tamil (advanced),  
Chinese (fluent)

**Rhode Island** 6th Annual Chinese Speech Contest in 300+ Level, 1st Place

**Beijing-Wide** Inter-University Speech Competition, 2nd Place

**West Coast** Confucius Institute Chinese Speech Competition, 1st Place

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**PORTFOLIO** sindurasriram.space

## PROGRAMMING EXPERIENCE

### Interactive Digital Worlds

Collaborated with three other students to build a three-level interactive virtual environment that demonstrated the user's impact on the environment around them: dependent on the user's scale relative to the environment, they either inched alongside bugs or trampled all the plants they were walking through; made in Unity.

### Camera Calibration

Implemented an algorithm for camera calibration that used feature detection and the Fundamental Matrix Estimation to determine the camera center and stabilize a given video feed; coded in Python.

### Scene Recognition with a Bag of Words

Implemented scene recognition using methods from Machine Learning (SVMs and the Nearest Neighbor classifier) to build a visual vocabulary of objects and scenes given in the training data. Then, on a database of 1500 test images, my program was able to correctly label scenes with a rate of 66.6%; coded in Python.

## DESIGN EXPERIENCE

### Section Editor for the College Hill Independent | May 2019

Source, edit, and design the page for *Ephemera*, the literary arts section of *The Indy*, Brown and RISD's weekly newspaper. Occasionally write and design my own pieces.

### Graphic Designer for the BCSC | September 2019

Design promotional material, posters, and brochures for the Brown Center for Students of Color.

### Graphics Editor at The Rib | September 2017

Manage graphic content for Brown's comedy magazine in the form of web design, brand design, and sourcing. Lead Graphics Team in producing and editing content and provide my own original illustrations, comics, and animations.

### Student at Princeton in Beijing | June 2018 - August 2018

Attended Princeton in Beijing as a fourth-year level Chinese speaker. Spent eight weeks in China as part of an immersive language program. Received the Arun Stewart '11 Memorial Scholarship to study abroad in China.

### Linear Algebra and Chinese Tutor | Jan 2018 - June 2019

Designed curriculum and taught weekly lessons for classes of five students in the subjects of Linear Algebra and Chinese for Brown's Academic Tutoring Program.