

G SAI YESWANTH [2-11-97] [Indian]

< programmer /> - computer vision enthusiast - developer

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Portfolio: six-ten.github.io | Blog: hashkell.wordpress.com | linkedin: linkedin.com/in/saiyeswanthg

Summary :

Passionate self taught programmer with a few disparate interests, mostly applications of machine learning in computer vision, engineering and deep learning.

Technical Skills :

Programming Languages :

C/C++, Python, Java

Tools and Libraries :

OpenCV (C++/ Python) , tensorflow, scipy

Qt (C++), Unity 3D.

Projects :

Vectorizer :

Created a simple tool to extract graphics from raster images.

Implemented a feature to select the quality of output.

Tools Used : opencv-python, streamlit

Chess 3D :

Developed a 3D chess game with better visualizations and UX.

Players can only lose for strategic reasons and not by mistake.

Tools Used : Unity, blender, audacity

Covid Monitoring :

Developed an application that can be easily integrated with security cameras to monitor social distancing and verify if staff/personnel are wearing masks properly.

Tools Used : OpenCV C++, Qt , Darknet Yolo network

Optimization using Swarm Optimization :

Implemented particle swarm optimization technique to find optimal switching parameters of an inverter.

Tools Used : Matlab

Image Prep :

Developed an application to visualize and chain common image preprocessing methods (filtering, segmentation, thresholding, morphological operations, etc).

Tools Used: OpenCV C++, Qt

Graph Viz :

Created an application to visualize common graph traversal Algorithms .

Tools Used : streamlit, python

Certifications :

Business English Certificate (Vantage)

Education :

Electrical and Electronics Engineering (8.1 CGPA)