G SAI YESWANTH [2-11-97] [Indian]
< programmer /> - computer vision enthusiast - game developer
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Summary :

Passionate self taught Programmer and a Hobbyist Game Developer with a few disparate interests, most of which are applications of machine learning in computer vision, engineering and deep learning.

Technical Skills :

Programming Languages :

C/C++, Java, Python, Haskell

Tools and Libraries :

OpenCV (C++/ Python) , tensorflow,
skLearn, PyMC3, Qt (C++), Unity 3D,
blender, Inkscape.

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)**