SRIKHAR PADMANABHAN

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EDUCATION

University of Michigan, Ann Arbor, MI

Aug 2019 - May 2022 (Expected)

- Bachelors in Science, Engineering (B.S.E)
- Major: Computer Science
- GPA: 3.696
- Relevant Courses Taken: Data Structures, Artificial Intelligence, Theory of Computer Science, Computer Architecture, Algorithms,
 Self-Powered Wireless Systems, Discrete Math, Differential Equations, Computer Vision, Compilers, Machine Learning

RELEVANT WORK EXPERIENCE

True Lark (Remote), Palo Alto, CA, Part Time Developer

May 2020 - Present

- True Lark is an AI powered human-like business assistant which provides customer interactions and webchat solutions.
- Implemented a dictionary-based lookup utility to search through a list of messages, that was incorporated into the sequence labeler and has demonstrated significant improvement in the training and testing accuracy at the early stages.
- Helped integrate the labeler into production using Tensorflow Servings and Flask, allowing users to access the predictions of the sequence labeler
- Ran experiments on the labeler such as removing various layers and compared the performances of these infrastructures as part of the process of drafting the documentation necessary to apply for a patent.
- Languages: Python; Frameworks: Keras, Tensorflow

OpsCruise, Mountain View, CA, Front-End Software Intern

June - July 2018

- OpsCruise is an open source platform that ensures high performance of cloud based applications.
- Created a tool to visualize geospatial data using Sankey diagrams and D3.js.
- Languages: HTML, JavaScript

ACADEMIC PROJECTS

Reinforcement Learning: Artificial Intelligence

Mar - Apr 2021

- Implemented a version of reinforcement learning, Q-learning, to solve a treasure hunt map without prior knowledge of the model and its rules
- Determined the policy at each state using the ideas of exploration, episodes, reward, discount and learning rate.
- Compared performances of Q-learning to other variations of reinforcement learning such as value iteration and policy iteration
- Development Environment: Python

Identifying Piazza Posts' Labels: Programming and Introduction to Data Structures

Nov - Dec 2019

- Developed an algorithm to detect labels of new Piazza posts.
- Implemented a machine learning based classification model using Bag of Words, term frequency, and inverse document frequency by utilizing binary search trees and dictionaries.
- Development Environment: C++

Image Classification: *Machine Learning*

Sept 2021

- Utilized Convolutional Neural Networks (CNNs) and machine learning principles to classify images of animals.
- Explored supervised pretraining, subset of transfer learning, in order to improve classification accuracy and precision.
- Applied data augmentation, rotations and color-shifts, to enhance the training data and improve the robustness of the model
- Programming Environment: Python, PyTorch

PROFFESIONAL DEVELOPMENT

Machine Learning, Andrew Ng

Dec 2019

- Implemented various supervised and unsupervised machine learning algorithms such as logistic regression and KMeans clustering in Octave/MATLAB.
- Applied these learning algorithms to computer vision, text understanding through the examination of case studies.
- Languages: MATLAB, Python, Octave

SKILLS

C++, Python, MATLAB, HTML, Java, Keras, Tensorflow, Rust, Algorithms

OTHER AWARDS

Bausch & Lomb Honorary Science Scholarship, University of Michigan Dean's List, University of Michigan Honors