Sriram Krishna

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PES University *Bengaluru, Karnataka*

Bachelor of Technology in Computer Science and Engineering, CGPA: 8.99/10.0 *Aug 2017 - May 2021*

Selected Publications

- Yaman Kumar Singla*, **Sriram Krishna***, Rajiv Ratn Shah, and Changyou Chen. Using Sampling to Estimate and Improve Performance of Automated Scoring Systems with Guarantees. *arXiv preprint arXiv:2111.08906*, 2021.
- **Sriram Krishna** and Nishant Sinha. Gestop: Customizable Gesture Control of Computer Systems. In *8th ACM IKDD CODS and 26th COMAD*, pages 405–409. ACM, 2021.

Experience

Samsung Research *Bengaluru, Karnataka*

Software Engineer *Dec. 2021 - Present*

- Working in the AR Vision Lab, on 3D Scene Reconstruction and Spatial Mapping.

MIDAS-IIIT Delhi *New Delhi, Delhi*

Research Assistant - Part Time *Jun. 2021 - Present*

- Improved the reliability of Automated Scoring systems by bringing humans into the loop. [To appear in EAAI-AAAI 2022]
- Researching the use of keyphrase extraction and event detection to extract the main event in news articles.

Nextuple Inc. *Bengaluru, Karnataka*

Software Engineer *Jul. 2021 - Dec. 2021*

- Built Nextuple's Machine Learning Platform. Integrated the platform into existing infrastructure with best practices augmentations (logging, visualization, etc.) Tech Stack: Azure, Kubernetes, Kubeflow

Software Engineer - Intern *Jan. 2021 - July. 2021*

- Developed a simulation demonstrating a new sourcing model, showing 20% reduction in shipping costs and 20-50% reduction in the number of shipments. Designed and developed the simulation flow and core logic in a modular architecture.

OffNote Labs *Bengaluru, Karnataka*

Deep Learning Intern *May. 2020 - Sep. 2020*

- Developed Gestop, an application for customizable gesture control of computer systems. The application provides an interface to communicate with a computer through hand gestures. Custom gestures to be recognized can be added to extend the application. Designed, developed and extensively documented the entire application.

Projects

YAG - Yet Another Google

- An implementation of a search engine in Python
- A search engine which can construct an inverted index on a corpus and then retrieve results for various types of queries. In addition to plain queries, it also supports phrase queries and wildcard queries.

Video Database Search

- Built a web application which takes in a voice query and returns the most relevant video clips.
- Used a modified Image Captioning model to split videos into meaningful chunks and caption each chunk separately. Given a a user query, the captions were parsed with the most relevant ones being returned.

Face Colorizer

- Developed and trained a CycleGAN from scratch using Tensorflow. The model was trained on the Labeled Faces in the Wild (LFW) dataset, and after training, could colour black and white images of faces.

Skills

Programming Languages	Python, C++, C
Relevant Coursework	Data Structures & Algorithms, Computer Networks, Operating Systems, Machine Learning, Artificial Intelligence, Cloud Computing, Information Retrieval, Human Computer Interaction
Tools and Frameworks	Flask, Docker, Tensorflow, PyTorch, Redis, Kubernetes, Kubeflow, Azure
Additional	Shell Scripting, Latex