

# Sriram S K

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## PES University

BACHELOR OF TECHNOLOGY IN COMPUTER SCIENCE AND ENGINEERING, CGPA: 8.99/10.0

Bengaluru, Karnataka

Aug 2017 - May 2021

## Selected Publications

### Gestop: Customizable Gesture Control of Computer Systems

Krishna, Sriram & Sinha, Nishant. 8TH ACM IKDD CODS AND 26TH COMAD. 2021. 405-409.

### Genetic Bi-objective Optimization Approach to Habitability Score

Krishna, Sriram & Pentapati, Niharika. MMLA 2019. COMMUNICATIONS IN COMPUTER AND INFORMATION SCIENCE, VOL 1290. SPRINGER, SINGAPORE.

## Experience

### Nextuple Inc.

SOFTWARE ENGINEER

- Building Nextuple's Machine Learning Platform.

Bengaluru, Karnataka

Jul. 2021 - Present

### MIDAS-IIIT Delhi

RESEARCH ASSISTANT - PART TIME

- Working on calibration & and uncertainty estimates with respect to Automated Essay Scoring (AES) systems.

New Delhi, Delhi

Jun. 2021 - Present

### Nextuple Inc.

SOFTWARE ENGINEER - INTERN

- Developed a simulation application demonstrating a new model of sourcing products, optimizing for the number of shipments to be made, showing a significant reduction in shipping costs. Designed and developed the simulation flow and core logic in a modular architecture.

Bengaluru, Karnataka

Jan. 2021 - July. 2021

### OffNote Labs

DEEP LEARNING INTERN

- 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.

Bengaluru, Karnataka

May. 2020 - Sep. 2020

## 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. These chunks were then captioned. On given 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.

### PokerApp

- Developed a GUI desktop application using Tkinter which allows multiple players to play a game of Poker over LAN.
- Developed custom message patterns for concise transmission of information.

## 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, MongoDB, Redis, Kubernetes

### Additional

Shell Scripting, ELisp, Latex