Sriram S K

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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

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.   *Bengaluru, Karnataka*
SOFTWARE ENGINEER   *Jul. 2021 - Present*
- Building Nextuple's Machine Learning Platform. Tech Stack: Azure, Kubeflow, Spark, Kafka

MIDAS-IIIT Delhi   *New Delhi, Delhi*
RESEARCH ASSISTANT - PART TIME   *Jun. 2021 - Present*
- Improving reliability of Automated Scoring systems by bringing humans into the loop.
- Researching the use of keyphrase extraction and event detection to extract the main event in news articles.

Nextuple Inc.   *Bengaluru, Karnataka*
SOFTWARE ENGINEER - INTERN   *Jan. 2021 - July. 2021*
- 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.

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. These chunks were then captioned. On 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.

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, Redis, Kubernetes, Kubeflow, Azure
Additional	Shell Scripting, ELisp, Latex