SURYAANSH RATHINAM

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EDUCATION

National University of Singapore

Aug 2024 - Dec 2025

Masters of Computing (AI Specialization)

 Neural Networks and Deep Learning, AI Planning and Decision Making, Distributed Systems, Knowledge Discovery and Data Mining

Manipal Institute of Technology

Sep 2020 - Jul 2024

BTech, Computer Science Engineering

GPA: 9.47

SKILLS

- Programming Languages: Python, C, C++, Java, JavaScript, Typescript
- Full-stack Development: React, Next, Vue, Angular, Node, Express, Nest, PHP, Django, FastAPI.
- Database Systems: MongoDB, MySQL, Redis, Postgres, TypeORM
- Cloud and Devops: AWS, Firebase, Git, Docker, GCP
- Other: Selenium, Appium, React Native, Excel

WORK EXPERIENCE

Moneyflo - Full Stack Developer

Mar 2023 - Jun 2024

- Implemented an **AI assistant** using OpenAI's GPT-40 model, seamlessly integrated into a dashboard, enabling clients to effortlessly extract deeper insights from data and make informed decisions increasing time spent using product by 25%.
- Utilized NextJS, Firebase on client side and utilized NestJS, FastAPI to build endpoints for application and AWS S3, Lamba and EC2 were leveraged, to store and process large quantities of client data.

Indian Institute of Technology, Kharagpur - Research Intern

Jun 2023 - Aug 2023

Indian Institute of Technology, Kharagpur

• Developed and fine-tuned a pre-trained U-Net model for **image segmentation**, further trained on 300 ultrasound images, after cleaning and pre-processing data, and fine tuning the model to obtain an accuracy of **99.2%** for classification and identification of different regions of the kidney.

Ridecell - Software Engineering Intern

May 2022 - Aug 2022

- Employed as a part of the **QA** and automation team, working with 3 team members on testing and debugging of API endpoints and Mobile App, leveraging **Testrail** for managing test cases.
- Ensured smooth functioning of the API endpoints and Mobile app primarily using Python, Selenium, Pytest, and Appium.

PROJECTS

Distributed Maze Runner: A Fault-Tolerant Peer-to-Peer Game System:

Sept-Oct 2024

Implemented multi-threaded server logic with dynamic server swapping for continuous operation, handling player crashes and asynchronous movements. Used TCP/Java RMI for reliable messaging and constructed a tracker-based player registry to enhance peer discovery and reduce system load, demonstrating fault-tolerance in gaming.

Manipal Institute of Technology

Aug-Oct 2023

Built a **web-scraping and automation** tool using **Selenium** and **Python** automating the process of data collection and formatting it in the required format from the university portal, earlier done manually by professors, it is now done using software by 200+ faculty across university, reducing time taken for the task by more than **90%**.

PUBLICATIONS

- Exploring IoT-Blockchain Integration in Agriculture: An Experimental Study Published in IEEE Access
- Survey of the use of AI models and techniques in the analysis and prediction of neuro-degenerative diseases- Presented at AICECS 2023 and Published in IOP: Journal of Physics (Volume 2751)
- Analysis and Comparison of Different Frontend Frameworks- Presented at ATIS 2022 and Published in Springer's CCIS Series (Volume 1804)