BADDULA RISHIKA

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Education

Indian Institute of Technology Bhubaneswar July 2019 - May 2024
B.Tech and M.Tech in Mechanical Engineering *CGPA: 7.5*

Experience

Turing Aug 2024 - Present
Machine Learning Engineer *Client: Apple*

- Trained and fine-tuned Large Language Models (LLMs) for Apple's proprietary LLM using Supervised Fine-Tuning and Reinforcement Learning from Human Feedback on curated datasets, enhancing performance across various use cases and improving accuracy by 15%.
- Developed ETL pipelines for LLM fine-tuning(RLHF and SFT) to reduce manual annotation efforts by 65%.
- Optimized model performance through advanced hyperparameter tuning, the design of over 100 targeted prompts, and the implementation of error correction workflows, achieving a 20% reduction in response time, enhancing LLM response quality and coherence by 30%, and reducing inconsistencies in response generation by 40%.

Ciena May 2022 - Aug 2022
Software Development Intern

- Developed a Python-based log analysis tool to debug and identify issues across various hardware devices, including 50+ networking cards, routers, servers, and firewalls.
- Utilized Tiger VNC and WinSCP to retrieve logs for analysis and examined calibration data from 50 hardware cards to identify potential failure patterns using the log-analysis tool.

Projects

Accurate Prediction of Evaporation Loss from Indian Lakes using Machine Learning | *Deep Learning*

- Developed a machine learning model using Deep Neural Networks, Random Forest Regression, and ensemble techniques to estimate evaporation loss from lakes across India, leveraging 10+ years of climatic data.
- Achieved superior accuracy (R2 Score) and minimized loss through hyperparameter tuning, ensuring optimal convergence with real-world evaporation data.
- Leveraged TensorFlow, Scikit-learn, and Pandas for model development, data analysis, and feature engineering to optimize performance.

Encoder-Decoder Model for Abstractive Summarization of Telugu News Articles | *NLP, Deep Learning*

- Built a Deep Learning-based Encoder-Decoder model with Attention mechanism for abstractive text summarization in Telugu.
- Constructed a dataset of 10,000 Article-Headline pairs by web scraping Telugu news websites, ensuring model generalizability.
- Developed the model to generate summaries that capture the key points of Telugu text.

Magical Arena (Java Console Game) | *Java, Maven, OOPs, Git*

- Designed a turn-based dice-rolling combat simulation game where players engage in battles using health, strength, and attack attributes and defeat opponents.
- Implemented object-oriented principles to represent game entities and mechanics.
- Created a custom logger using the Java logging API for logging game events and providing an audit trail.

Technical Skills

Programming Languages: Python, C, Java, HTML, CSS, Javascript
Computer science Concepts: Data Structures and Algorithms, OOPs, DBMS
Database and Frameworks: SQL, Django
Software and Tools: Git/GitHub, Matlab, Excel, MS office

Achievements/Certifications

- Data Structures and Algorithms in Python (Udemy, 2022) :
  https://udemy-certificate.s3.amazonaws.com/pdf/UC-e88164f1-2b6d-4078-8223-930c003ce44c.pdf
- Structure and Interpretation of Computer Programs (CS61A) - Python (University of California, Berkeley, 2021)