Niranjan Kewalramani

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About Me

Dedicated and creative machine learning engineer from the UK with a focus on building Machine Learning solutions, especially incorporating Large Language Models. Graduating with a master's degree in Machine Learning (predicted Distinction) with key ML skills with a strong drive for continuous learning. Proficient in Python, Java and C++, as well as several ML frameworks such as TensorFlow Keras and PyTorch, and capable of rapidly learning anything else needed to succeed.

Currently in a small team, developing projects and ideas into market-ready solutions part-time. Competitor in the Google Gemini API Developer competition, and frequent participant in Kaggle competitions, constantly improving skills.

Education

2023 – 2024 **Master of Science – Artificial Intelligence –** Distinction *University of Kent*

2019 – 2023 **Bachelor of Engineering** – Computer Systems Engineering – First Class Honours *University of Kent*

Projects

Multimodal LLM-Based Interview Screening System (WIP)

- Developing an automated interview screening system using audiovisual sentiment analysis. Users interact with an LLM like a real interviewer, with a second LLM making pass/fail decisions based on the conversation log, sentiment scores, and user's performance.
- Key Skills: Audiovisual sentiment analysis, LLMs, RAG, Prompt Engineering, Audio Generation, NLP, Voice Recognition

Google Gemini Web-Researching

- Developed a system using Gemini 1.0 to conduct web research with a chat mode including research, and a research report mode, preceding ChatGPT's ability to access the web with gpt4-turbo.
- Key Skills: Google Gemini LLM, Google CSE API, RAG, Web Scraping, Python

AWS Lambda-Based 24/7 Discord Bot

- Created, configured, and deployed a Discord bot using AWS Lambda for serverless full-uptime at a low cost.

 Optimised for low response latency and cost, and configured permissions for security. Over 100 monthly users.
- Key Skills: Machine Learning, AWS Lambda, AWS S3, AWS IAM, AWS ECR, AWS CloudTrail, AWS DynamoDB

Jump King using Neuroevolution of Augmenting Topologies

- Implemented Neuroevolution of Augmenting Topologies (NEAT) to create an AI capable of beating the game Jump King, demonstrating advanced reinforcement learning and evolutionary algorithms.
- Key Skills: Reinforcement Learning, Evolutionary Algorithms, Game Development, PyGame

Resistor Scanner and Classifier

- Developed a hardware and software system using a Raspberry Pi 3b and a picamera to identify and classify resistors based on the color bands, providing both display and voice output for the classification.
- **Key Skills:** Computer Vision, Image Processing, OpenCV, Scikit Learn, Classification, Hardware Integration, Voice Output, Embedded Systems, Electronics

Work Experience

Technical Support Specialist

Jun 2021 – Jul 2022

G-Research, London, United Kingdom

- Key Skills: Problem solving, Automation scripting, Linux administration, Data analysis, Azure platforms, MLOps
- Provided technical support to internal employees, including quantitative and ML researchers, CEO, and Board of Directors
- Assisted in post-deployment support of ML tools such as WSL2, Jupyter, Condor Submit, and various software packages.
- Developed automation tools for the support team, achieving team-wide improvements to workflow efficiency and quality of life.
- Gained deep interest and foundational knowledge in machine learning, leading to self-learning and developing projects involving ML.

Technical Skills

Programming Languages: Python, Java, C++, HTML, CSS, JavaScript

ML Tools & APIs: TensorFlow Keras, Pandas, Numpy, sklearn, OpenCV, NLTK, LangChain, CUDA, CSE

Development Tools: Git, Docker, Jupyter, SQL, MongoDB, AWS, Oracle Cloud, Azure (Endpoint), Jira

Platforms: Windows, Linux

Certificates

2023 – *NVIDIA DLI* – Building Transformer-Based NLP Applications *learn.nvidia.com/certificates?id=a8b8a11b23154fad8a1b809782ddf4a9*

Professional Skills

Leadership & Project Management: Manage and co-own esports team, led several projects on diagnosing and solving systematic company-wide infrastructure technical problems within G-Research; guided esports team to several successes including winning 3 out of 4 grand prizes at ESL Barcelona

Communication: Facilitated discussions, raised concerns, and gathered feedback from team members both at G-Research and in esports team management.

Time Management: Throughout G-Research and studies, effectively managed time to achieve high performance on-time

Adaptability and Learning: Rapidly able to learn new skills to fit any role, heavily leveraged to develop skills beyond university teaching.

Creativity and Innovation: Always finding new solutions and ways to succeed, such as projects and ideas present on GitHub/tntcannon5000 (public and private), and several game exploits used to benefit esports team.

Activities & Achievements

Machine Learning Mentor: Have mentored and guided friends through learning the basics of machine learning, demonstrating and assisting with understanding the concepts and methods in artificial intelligence.

Co-Owner & Manager, UERK Asphalt 9: Co-own and manage a successful esports team for a large racing game. Led members in the racing team to win 3 out of 4 grand prizes at ESL Barcelona. Primary manager for team, team strategy, structure, and now, preparations for huge cross-platform shift.