

ANKEM RAVI TEJA

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EDUCATION

Program	Institution	CGPA/%	Year of completion
B.Tech, Computer Science and Engineering	Indian Institute of Technology Madras	8.10/10	2020
XII, TS Board of Intermediate Education	Sri Chaitanya Junior College, Hyd	97.8 %	2016

SCHOLASTIC ACHIEVEMENTS

- Secured All India Rank 648 in JEE Advanced 2016
- Secured State Rank 99 in TSEAMCET 2016

PROFESSIONAL EXPERIENCE

Flipkart **July 20 - August 21**
Software Development Engineer Bangalore

- Worked in the Warehouse team on a Java based Project to migrate from a Monolithic App to Microservices Architecture

Flipkart **May 19 - July 19**
Software Development Intern Bangalore

- Traced the Lineage for data being ingested to 'Flipkart Data Platform' through its Data Pipeline

COURSE PROJECTS

RL agent in four-rooms grid world **(Reinforcement Learning)**
Prof. Balaraman Ravindran Jan-May 2020

- Built RL agent to navigate to a goal state in four-rooms grid world, consisting of four rooms and four hallways. SMDP Q learning is used to train the RL agent.

Cartpole Problem **(Reinforcement Learning)**
Prof. Balaraman Ravindran Jan-May 2020

- Built RL agent to solve cartpole problem using DQN with experience replay and target network. Actions are selected epsilon greedily, epsilon decay is done to ensure that proper exploration is done before exploiting the state-action space.

Image Captioning **(Deep Learning)**
Prof. Chandra Sekhar Jan-May 2020

- Built an Image Captioning model using encoder-decoder framework. VGG16 and NetVLAD are used for feature extraction from images. Decoder is built using LSTM to generate captions

Machine Translation(English to Tamil) **(Deep Learning)**
Prof. Chandra Sekhar Jan-May 2020

- Built a Machine Translation model using Encoder-Decoder framework with Attention Mechanism. Both encoder and decoder use LSTM as hidden layer, pre-trained glove vectors are used for word embeddings.

AI agent for Othello **(Artificial Intelligence)**
Prof. Deepak Khemani Jan-May 2019

- Built an AI agent for Othello game using alpha-beta algorithm
- Used efficient Heuristic Function by taking Coin Parity, Mobility, Corners Captured and Stability for a given Board Position under consideration

Predicting movie ratings (Data contest) **(Pattern Recognition and Machine Learning)**
Prof. L.A.Prashanth Jan-May 2019

- Built a model using Support Vector Regression to predict the rating given by a user for a movie based on past user behaviour(movie ratings given by a user) and relevant attributes of the movie which is obtained by performing PCA on the 'movie feature vector'. (validated with MovieLens dataset)

SKILLS

- Programming languages** : Python, Ruby on Rails, Java, C, C++
- Programming frameworks** : Tensorflow