

Arnav Thirunagari

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Education

University of California, Santa Barbara (UCSB)

2020-2024

B.S. Mathematics at College of Creative Studies

Relevant Coursework: Math104B - Numerical Analysis, MathCS121 - Probability, ECE 194M - Introduction to Game Development, PSTAT160AB - Stochastic Calculus, ECE 194P - Advanced Game Development

Skills

Languages and Frameworks: C#, Java, Javascript, Python3, Swift, Dart, Unity, Node.js, React.js, Express.js, MongoDB, Firebase, Flask

Machine Learning Tools: Pytorch, Pandas, spaCy

Professional Experience

AI Developer at Dosth AI

Sep 2024 -

- Tasked with building a website that allows speech pathologists and therapists to generate short AI videos for neurodivergent children
- Using ReactJS frontend, node.js for backend, and stability.ai+OpenAI API for backend

Designer and Developer at UCSB Gaucho Gaming Lab

Jan 2023 - Jun 2023

- Collaborated with a 10-member team to craft an immersive action/adventure video game.
- Spearheaded the creation of unique levels and mechanics to ensure 10+ hours of player engagement.
- Gained hands-on experience in iterative software development beyond traditional CS education.
- Used Github for version control, Trello for project management and Scrum standups for efficient collaboration.

Data Analytics Intern at Lavu Inc.

Jul 2021 - Sep 2021

- Tasked with creating a Python model for inventory management for small restaurants.
- Used ARIMA and traditional machine learning methods with Python to create a model to predict menu item sales for restaurants.
- Utilized statistical and stochastic methods to model variance of inventory item usage on a weekly basis, so that restaurants do not waste their ingredients excessively.
- Incorporated economic models to provide restaurants a suggestion on when to buy their ingredients.
- Presented findings to the development leads and executives.

Projects

NER - Named Entity Recognition on Real Time Data

Aug 2022 - Oct 2022

- Employed Pytorch LSTMs to construct a Seq2Seq NER deep learning model for word classification in e-commerce titles, achieving an F1 score of 0.86.
- Used Transformers/BERT on real data to optimize F1 score.

Worlds Apart

Oct 2022 - Jan 2023

- Designed and developed a multi-player puzzle-platformer game in six weeks.
- Used Unity3D. Github and Trello as developer tools.
- Demoed to a group of excited ten-year-olds.

Let's Connect. See my portfolio at arnav.pro and feel free to contact me at tharnav999@gmail.com.