

# Aniruddha Upadhy K

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## Education

- NMAM Institute of Technology**, BE in Electronics and Communications Dec 2021 – Present
- CGPA: 8.51/10.0
- Poorna Prajna PU College**, PCMCs June 2019 – July 2021
- Percentage: 98.0%





## Experience

- Product Engineer Intern**, Edgeverve Systems Ltd. – Bengaluru Feb 2025 – Present
- Contributed to core codebase enhancements using *C/C++*; wrote *SQL* queries for feature development and data analysis. Worked with debugging and profiling tools including *GDB* and *Valgrind*
  - Tools Used: *C*, *C++*, *GDB*, *Valgrind*, *Postgres*, *Oracle*
- Research Intern**, JP Morgan Chase & Co. – Remote Sept 2023 - Dec 2024
- Designed and developed end to end framework that enhances security of *Federated Learning* system using *Zero-Knowledge Proofs*
  - Analyzed federated learning, cryptographic methods, and aggregation strategies; compared with current approaches to evaluate framework performance
  - Tools Used: *Noir*, *Node js*, *Express js*, *Numpy*, *Django*, *SQLite*, *Docker*

## Patents

- Mammogram Analysis and Breast Cancer Localization System and Method Thereof** Jan 2025
- Shankari N, Dr. Vidya Kudva, **Aniruddha Upadhy K**, Ashish Shankar, Ashwin Raj K R, Amarendra Kumar Singh, Mr. Shashi Kumar Shetty, Dr. Vijay Kubihal
-  Indian Patent Application 202541004479 A, Published Jan. 31, 2025 (Patent pending)

## Projects

- Text Editor**  Github
- Developed a memory-safe, Nano like text editor in *C* supporting essential navigation, editing and saving commands
  - Implemented a dynamic status line displaying file info, cursor position, and real-time status messages
  - Tools Used: *C*, *GDB*, *Valgrind*
- Krishna Veni Ashrayadhama Website**  Website  Github
- Built an informational website for Ashraya Dhama, supporting English and Kannada languages with an integrated admin dashboard that allows for easy management of dynamic content, including text, images, videos, and links
  - Tools Used: *Next js*, *Typescript*, *Tailwind*, *Sanity*
- Incridea'24**  Github
- Built interactive 3D pages including camera controls and character animations for Incridea'24
  - Developed an *HTML5 Canvas* platformer mini-game with character motion, collision detection, sprite animations, and sound effects
  - Tools Used: *Next js*, *Three js*, *React 3 Fibre*, *GSAP*, *Framer Motion*, *Tailwind*

## Technologies

**Languages:** *C++*, *C*, *Javascript*, *Typescript*, *Python*

**Technologies:** *Postgres*, *GDB*, *Valgrind*, *Linux*, *Nix OS*, *React js/Next js*, *Git*, *Vim/Neovim*