Aniruddha Upadhya K

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github.com/aniruddha-upadhya-k

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
- Contributing to enhancements in the company's core codebase using C/C++, and writing SQL queries to support new feature development and data analysis
- Gaining hands-on experience with debugging and profiling tools such as 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-Knowlege Proofs
- Comprehensive analysis of Federated Learning, cryptography techniques, and aggregation strategies and compare them with the state-of-the-art techniques to assess the overall efficacy of the framework
- 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 Upadhya 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-inspired text editor in C supporting essential navigation and editing 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
- Informational website for Ashraya Dhama, supporting English and Kannada 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 movement, jumping, 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