OMKAR SHRIKANTH

Undergraduate Researcher, AI and Computational Economics – BITS Pilani Goa Campus

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Dual-degree scholar at BITS Pilani (CGPA: 9.39/10.0) with expertise in building and deploying AI systems at scale. Specializing in multi-agent systems, computer vision, robotics, and AI-driven automation.

EDUCATION

Birla Institute of Technology and Science (BITS) Pilani, K.K. Birla Goa Campus M.Sc. Economics + B.E.(Hons) Computer Science – Integrated Dual Degree Program

Aug 2023 - Present

- Cumulative GPA: 9.39/10.0 Ranked in top 3% of cohort
- BITS Merit Scholarship Recipient Awarded for exceptional academic performance

TECHNICAL SKILLS

- Programming: Python, C++, React, JavaScript, Java, C, MATLAB
- · AI/ML: AI Agent Frameworks, Hugging Face Transformers, LangChain, OpenCV, Stable Diffusion
- Computer Vision: YOLOv8, OpenPose, L2CS, UNET Model, Image Processing, 3D Reconstruction
- Specialized: LLM Fine-tuning, RAG Systems, 3D Reconstruction (Gaussian Splatting, NeRF), Time Series Analysis
- Robotics: ROS 2, Gazebo, Multi-Agent SLAM, Motion Capture, Intel RealSense, Arduino, ESP32, Raspberry Pi, Teensy, NVIDIA Jetson, 3D Printing, Laser Cutting, Electronics
- Tools: Docker, AWS, Git, Linux, Blender, LaTeX, AutoCAD, Fusion 360

MAJOR PROJECTS & RESEARCH EXPERIENCE

LegalEaze AI – AI Platform for Legal Industry Co-founder & Technical Lead | Recognized Startup

Website: legaleazeai.com

Aug 2024 – Present

- Built comprehensive Al platform tested with judges, lawyers, and legal professionals across India
- Architected hierarchical RAG (Retrieval-Augmented Generation) system indexing all of India's court cases and legal documents with custom embeddings
- **Developed multi-agent LLM framework** for automated case intake, argument generation, precedent discovery, and legal document drafting using fine-tuned models on Indian legal corpus
- Created intelligent workflow automation for case management and legal research assistance
- · Implemented conversational Al interface for natural language queries on complex legal matters
- · Winner of Ideathon 2024 with cash prize; Recognized by BGIIES

Nagar Rakshak – Multilingual Al Agents for Police Departments Lead Al Architect | Goa Police Department

Al Agent Platform

Sep 2024 - Oct 2024, Sep 2025 - Present

- Designed AI agent platform for Goa Police serving both officers and citizens at police stations
- Built multilingual NLP pipeline supporting Hindi, English, Marathi, Kannada, and low-resource Konkani dialect
- · Developed dual-interface Al agent system:
 - Citizen agents: Rights guidance, automated FIR filing, and report generation
 - Police agents: Preliminary investigation support with secure database access
- 1st Place Winner, Goa Police Hackathon 2025 INR 50,000 prize
- · Felicitated by Chief Minister and Director General of Police of Goa

SWARM Robotics Platform – Distributed Multi-Agent Coordination System Project Lead | Electronics & Robotics Club, BITS Goa

Jan 2025 - Present

- Open-Source Research Project
 - Engineered custom motion capture system under \$50
 - Developed active and passive IR marker system for unique drone identification and tracking

- Worked on swarm coordination platform handling intrinsic/extrinsic camera calibrations and multi-drone state estimation
- Implemented and benchmarked algorithms for formation control, collaborative construction, and multi-agent SLAM using both centralized and decentralized approaches
- Researching novel RGB-based localization methods using custom ESP32 drones with onboard cameras
- Investigating Gaussian Splatting techniques for real-time 3D scene reconstruction and collaborative mapping

6-DOF Robotic Arm – Intelligent Chess-Playing Robot Lead Developer | Electronics & Robotics Club, BITS Goa

Jan 2024 - Sep 2025

Open-Source Project

- Led complete development pipeline: CAD design, simulation, 3D printing, assembly, and automation
- Implemented computer vision pipeline using Intel RealSense D435i stereo camera for depth perception and board state recognition
- Fine-tuned YOLOv8 model on combined dataset of real and synthetic chess images, achieving around 85% piece classification accuracy
- Transitioned to SO-100 arm for Vision-Language Model (VLM) integration and reinforcement learning research

Project Athena – 3D Cricket Player Tracking System Developer | Quidich Innovation Labs

Feb 2025

24-Hour Hackathon Project

- Developed multi-camera 3D tracking system for live cricket broadcasts during ICC World Cup
- Built complete computer vision pipeline: 2D keypoint detection (OpenPose) → 3D triangulation → Blender model generation
- Achieved robust player tracking under heavy occlusion using custom YOLO-based player identification
- Implemented close to real-time processing pipeline for broadcast-quality 3D visualization

PROFESSIONAL EXPERIENCE

Al Research Intern

KVGAI Technologies Ltd. | Smart-QnA Platform

May 2025 - Jul 2025

Full-time Internship

- Developed Agentic Interview Platform with conversational AI for automated resume screening and candidate evaluation
- Built multimodal cheating detection system using YOLO for face detection and L2CS model for gaze tracking, achieving 94% accuracy in detecting suspicious patterns across gaze, audio, and browser processes
- Created KVGAI Financial platform with NLP-driven risk preference extraction from user conversations
- Implemented portfolio optimization using ARIMA models for price forecasting, technical indicators calculation, and comprehensive backtesting framework

TEACHING EXPERIENCE & ACADEMIC SERVICE

- **Teaching Assistant, B.Sc. Computer Science** BITS Work Integrated Learning Programme (Aug 2024 2025) Paid position mentoring 50+ working professionals in core computer science concepts
- Teaching Assistant, Principles of Management BITS Pilani (Aug 2023 Present)
 Assisting with course delivery, grading assignments, and conducting tutorial sessions for 120+ undergraduate students

ACHIEVEMENTS, HONORS & AWARDS

- 1st Place, Goa Police Hackathon 2025 (INR 50,000)
- BITS Merit Scholarship Academic Excellence
- Winner, Ideathon 2024 Legal Tech Track
- Felicitated by Goa Chief Minister & DGP

RESEARCH INTERESTS

Primary: Multi-Agent Systems, AI Agents, Computational Game Theory, Natural Language Processing **Secondary:** Computer Vision, Distributed Robotics, AI Safety, Causal Inference, Human-Robot Interaction