SHREYAS SRIDHAR

AI RESEARCH ENGINEER

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PROFILE

Innovative **AI engineer/researcher** with expertise in building cutting-edge systems for accessibility, speech technology, and immersive interaction. At the *Augmented Human Lab (NUS)* I've developed *agentic AI* for real-time visual understanding, worked with *ASR models* for speech therapy, and created *Unity-based platforms* enhancing learning for students with autism. My work spans academic and industry collaborations, resulting in peer-reviewed publications, patent-pending inventions, and empathetic real-world deployments. Motivated by a drive to solve meaningful problems, I bring strong skills in AI, machine learning, analysis, and XR development.

PROFESSIONAL EXPERIENCE

Research Engineer, Augmented Human Lab, NUS, Singapore **May 2023 — Present**

Worked on multiple research and industry projects, including:

- ***AiSee***, where I built an **agentic AI system** for real-time visual understanding and conversational interaction for the visually impaired.
- ***Speech Therapy Assistant***, a collaboration with Alexandra Hospital, SG, where I'm helping build an AI system by **creating/re-training ASR models** to assist therapists by providing real-time feedback/analysis, improving patient outcomes.
- ***iTiles***, where I built a **mobile platform using Unity**, which allows teachers to engage and analyse students with autism in educational activities with **interactive tiles**, enhancing learning experiences.
- ***SonicVista***, where I developed test environments in Unity with the **Meta Aria glasses**, aimed at improving outdoor experiences for the visually impaired, by creating **3D virtual soundscapes**.

Publications:

- Gupta, C., **Sridhar, S.**, Matthies, D. J. C., Jouffrais, C., & Nanayakkara, S. (2024). SonicVista: Towards Creating Awareness of Distant Scenes through Sonification. *Proc. ACM IMWUT*, 8(2), 76. https://doi.org/10.1145/3659609
- Gupta, C., Ram, A., **Sridhar, S.**, Jouffrais, C., & Nanayakkara, S. (2025). Scene-to-Audio: Distant Scene Sonification for Blind and Low Vision People. *CHI EA '25*. ACM. https://doi.org/10.1145/3706599.3719849
- Rajendran, D. P. D., Sharma, A., Qiao, H., **Sridhar, S.**, Bagaskara, P. L., Dissanayake, H. A., & Nanayakkara, S. (2025). Development of a Tangible Interactive Playware for Autism. *CHI EA '25*. ACM. https://doi.org/10.1145/3706599.3720176

Business Intelligence Intern, MoneyMax Financial Services Ltd., Singapore **May 2023 — July 2023**

I conducted a comprehensive *risk/revenue analysis* of their operations. This included *statistical analysis* of operational data, where I extracted key insights for possible optimisations, improving operational efficiency and enhancing the overall experience for both customers and staff.

Data Engineer, Affinity Answers Pvt. Ltd., Bangalore **July 2020 — July 2022**

I led the development of *Intersect*, a programmatic advertising platform driven by *machine learning*. I built *data pipelines*, automated workflows and converted monolithic applications into microservice architecture based systems on the cloud.

EDUCATION

Masters in Computing (Specialising in Artificial Intelligence) **August 2022 — December 2023**

National University of Singapore (NUS), Singapore
Graduated with a GPA of 4.0.

Bachelor's of Technology in Computer Science and Engineering **August 2016 — May 2020**

PES University, Bangalore
Graduated with a specialisation in *Algorithms and Computing Models*.

TECHNICAL SKILLS

AI Engineering	Python	Agentic AI Systems	LLMs and LangChain
Cloud Computing	TensorFlow and PyTorch	Data Engineering	Unity