

KISHORE MUNIYASAMY

Chennai, India | kishoremuniyasamy4@gmail.com | LinkedIn | github.com/KishoreXO

OBJECTIVE

Computer Science undergraduate specializing in AI & ML, proficient in Python, with hands-on experience building autonomous agents and LLM-powered applications end to end, from decision logic and model integration to tested, documented, open-source releases. Seeking research and project opportunities in artificial intelligence, and working toward developing my own AI model.

EDUCATION

B.E., Computer Science & Engineering (AI & ML)

Sathyabama Institute of Science and Technology, Chennai, India

2025 – 2029

PROJECTS

Kestrel — Self-Hosted AI Job-Matching Platform [\(GitHub\)](#)

Open source, MIT

Python, uv, SQLite, Node.js web dashboard, Docker, GitHub Actions, LLM APIs

- Built a privacy-first app that collects openings from official job APIs (Greenhouse, Lever, Ashby, USAJOBS, Adzuna) plus custom RSS/Atom/JSON feeds, and surfaces only roles that genuinely fit the user's profile.
- Designed an LLM classification pipeline: a free local keyword prefilter, then one typed classifier call per job with yes/no gates (experience, qualifications, location, work authorization, legitimacy) and weighted fit rubrics; jobs are shown only at a score of at least 0.85 with 85% confidence, with an explanation and skill-gap view.
- Added preference learning from thumbs-up/down feedback, an application tracker (Saved, Applied, Interviewing, Offer), and caching that reclassifies a job only when the posting or profile changes.
- Made it model-agnostic: works with hosted APIs or local models (Ollama, LM Studio, llama.cpp, vLLM) through any OpenAI-compatible endpoint; API keys never leave the user's machine.
- Built grounded answer drafting that uses only facts from the user's profile and never auto-applies; enforced responsible scraping with robots.txt compliance, rate limiting, a site denylist and a full audit log.

Mint — Autonomous Minecraft Survival Agent [\(GitHub\)](#)

Open source, MIT

JavaScript, Node.js, Mineflayer / PrismarineJS, ESLint

- Built an autonomous agent that plays Minecraft survival on its own, from empty hands to a full diamond kit, across eight progression phases (wood, stone, food, iron, diamonds).
- Designed a priority-based behavior scheduler with a per-tick reflex layer for threats such as lava, drowning, hostile mobs and falls, plus per-world memory of stations, ores, deaths and hazards.
- Integrated an AI decision model for judgement calls (e.g. fight or flee), queried ahead of time so the agent never stalls, with a rule-based fallback when no model is available.
- Developed a live web dashboard with a 3D world view, behavior “brain board”, decision stream, death replay, radar and cross-run history.
- Wrote 35 automated test suites (including swimming tests on the real physics engine) and enforced code quality with ESLint.

TECHNICAL SKILLS

Languages	Python (proficient), JavaScript (working knowledge)
AI / ML	LLM integration, typed classification pipelines, autonomous agents, local models (Ollama, LM Studio)
Tools	Node.js, Mineflayer, Docker, Git, GitHub, GitHub Actions, uv, SQLite, ESLint, Playwright
Practices	Automated testing, web dashboards, responsible data collection, open-source documentation

RESEARCH INTERESTS

Artificial Intelligence and Machine Learning, autonomous agents and decision-making systems, LLM applications, building custom AI models

LANGUAGES

English (fluent, strong spoken communication skills)