G Shlok

AI & Agentic Systems Engineer | Automation Engineer | Full-Stack Developer
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Summary

Information Science undergraduate at RVCE who builds AI agents and automations across the full stack — LLM agent loops, multi-agent content pipelines, full-stack apps, and low-level systems. Currently shipping a production agentic content engine at Rilo, a Sequoia-backed startup.

Technical Skills

Languages: C++, C, Python, JavaScript, SQL, HTML, CSS
AI & Backend: Anthropic Claude API, OpenClaw agents, Node.js, SQLite, Docker, AWS, FFmpeg, WebRTC
Integrations: Unipile, Apify, Exa, Notion, Telegram Bot API, n8n, MCP servers, Git/GitHub
Domains: Agentic AI & LLM Agents, Multi-Agent Pipelines, Workflow Automation, Full-Stack Dev, DSA, OOP | **CP:** LeetCode

Experience

AI Intern – Rilo (Sequoia-backed) Jun 2026 – Present
Fast-paced SaaS Startup *Bangalore, Karnataka*

- Building a production multi-persona LinkedIn content engine (Anthropic Claude via OpenClaw agents): a multi-stage agentic pipeline – signal research (Apify + Exa across LinkedIn/Reddit/X), idea generation, in-voice drafting, a multi-judge critique gate, and a bounded revision loop – that queues posts and comments for human approval, with a clean engine/persona split so one engine drives any number of personas.
- Shipped on AWS (EC2/S3/SSM) via Docker + Caddy with a one-command deploy; persisted state in a SQLite ledger and durable per-persona brains, integrating Unipile, Notion, and a review bot.

Automation Engineer Intern – Rilo (Sequoia-backed) Nov 2025 – Jan 2026
Fast-paced SaaS Startup *Bangalore, Karnataka*

- Designed and deployed go-to-market automation workflows across sales, marketing, growth, content, and meeting ops using third-party APIs and MCP servers, cutting manual workload and enabling the team to scale faster.
- Worked directly with founders to identify bottlenecks, prototype rapidly, and integrate scalable automations across core tooling.

Coding Club, RV College of Engineering Dec 2024 – Present
Volunteer & Event Organizer *Bangalore, Karnataka*

- Organized hackathons and workshops with hundreds of participants, managing end-to-end logistics, mentorship, and cross-team coordination, and driving outreach to grow the club's reach across departments.

Projects

P2P Game Streaming | *C, WebRTC, Node.js, WASM* github.com/gshlok/p2pgamestreaming

- Peer-assisted runtime asset streaming: players on the same LAN share cached assets directly over WebRTC DataChannels, cutting origin bandwidth and load times.
- Intercepts assets at the browser fetch layer with SHA-256 verification, requiring zero game-engine changes and transparently falling back to origin.

Agentic Video Editor | *Python, LLM Agents, FFmpeg* github.com/gshlok/agenticvideoeditor

- AI agent that edits video from natural-language instructions – turns requests like "make this cinematic" into an edit plan, then executes cuts, effects, and render across the timeline autonomously via an LLM agent loop driving FFmpeg.

Education

RV College of Engineering Bangalore, India
B.E. in Information Science and Engineering (CGPA: 9.03) *2024 – 2028*

RVPB PU College Mysore, India
II PU (95.16%) *May 2024*

SVEI Public School Mysore, India
X CBSE Board (94.2%) *May 2022*