PRANAY

+91 9848147756   pranaymallela1910@gmail.com   GitHub   portfolio

EDUCATION

10th class | 2019-2020
Sri Shirdi Sai Vidya Niketan EM School, State Board
Percentage : 96.83%

11th &12th | 2020-2022
Sri Shirdi Sai Vidya Niketan , CBSE (MPC)
Percentage : 86.6%

JEE Main| 2022
Percentile : 98

Bachelor of Technology | 2022-2026(expected)
Indian Institute of Information Technology Design & Manufacturing, Kancheepuram
CSE major in AI

EXPERIENCE

Data Science Intern | Present 2025
Vedasis Analytics Pvt. Ltd.
Location: *Remote / Online*

- Collaborated with the data science team on client-focused analytics and model development.
- Built an automated **salary slip generator** using **Python and Pandas**, integrating Excel data and exporting professional PDFs with employee and salary details.
- Developed efficient data workflows for HR reporting and payroll documentation, maintaining high standards of data accuracy and confidentiality.
- Worked on machine learning pipelines: data preprocessing, feature selection, and model evaluation using **scikit-learn** and **Jupyter Notebooks**.
- Contributed to visual data dashboards and weekly insights using **Matplotlib**, **Seaborn**, and **Plotly**.
- Participated in regular feedback and peer review sessions, improving code clarity and documentation practices.
- Maintained strict adherence to NDA policies and internal data handling protocols.

PROJECTS

Churn Prediction :
Churn Prediction Using Machine Learning:
Developed a predictive model for customer churn analysis using machine learning algorithms.
Performed data cleaning, exploratory data analysis, feature engineering, and model building with high accuracy. Implemented the project using Python, Pandas, NumPy, Scikit-Learn, Matplotlib, and Seaborn.

Dots & Boxes game :
Dots and Boxes is a strategic game that requires players to plan their moves carefully to maximize their points while preventing their opponent from scoring. It's a game of skill, tactics.
In this project, I created two games. One is a player vs. AI game, and the other is a two-player game. In the AI versus player scenario, I used a simple Greedy algorithm and Random selection to determine moves

Rock,Paper,scissor game :
Rock-Paper-Scissors is often used as a simple decision-making tool. In competitive play, there are strategies that can be employed to anticipate and counter the opponent's moves.
This game is Player vs. AI. The player selects a move, and the AI makes a move using a random selection algorithm. The game compares the moves to determine the winner.

TECHNICAL SKILLS

- Python
- Data science
- Artificial intelligence
- Django
- DBMS
- HTML
- CSS
- JavaScript
- HCI Design
- Machine learning

SKILLS & ACHIEVEMENTS

- **Certified in Core Employability Skills** – by FEE (Foundation for Excellence India Trust).
- Completed multiple **Coursera certifications** in areas like Python, data analysis, and web development.
- Participated in prestigious hackathons like **Flipkart GRiD 2.0** and several college-level and state level hackathons.
- Strong communication, decision-making, and team management skills, demonstrated through sports and academic leadership.
- Quick learner, skilled in technologies like **Next.js**, **Vercel**, **Git**, **Python**, and **Pandas.**
- Built real-world tools including a **payslip generator**, **portfolio website**, and **interactive games.**
- Committed to continuous learning, growth, and contributing to team succes.
- Enthusiastic about solving practical problems and continuously improving technical skills.
- Selected for the **IIIT Kancheepuram cricket team in the 1st year**; currently serving as the **team captain.**