

PRANAY

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EDUCATION

Indian Institute of Information Technology, Kancheepuram

(2022-2026)

Bachelor of Technology

CSE Major in AI

CAREER OBJECTIVE

I am very much interested and looking forward to involving in Real World Projects.

I want to work with a team where I can apply my knowledge and gain practical and professional experience.

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 (Mini Project)

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 (Mini Project)

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
Django
DBMS
HTML
CSS
Autocad
JavaScript

PERSONAL SKILLS

Highly motivated and eager to learn new things.

Ability to work as an individual as well as in a group.

I love leading the group.

I excel in problem-solving, utilizing analytical thinking to identify issues and implement effective solutions.