

Aditya Neel Tripuraneni

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EDUCATION

Sir Oliver Mowat Collegiate Institute

Highschool Student

cAvg: 96%

Toronto, ON

Sept 2018 - Expected(June 2022)

TECHNICAL SKILLS

Programming Languages: Python, Java

Libraries & Frameworks: Matplotlib, SQLite, PyQt5, Open CV, Mediapipe, os

Tools & Platforms: Github, Blender, Canva, Photoshop

EXPERIENCE

Energy Martial Arts

Assistant Instructor

Toronto, ON, Canada

Sept 2021 - Jan 2022

- Instructed classes of up to 30 students teaching variety of techniques
- Worked closely with students and parents to increase positive feedback from parents and boost overall student success.
- Met needs of different students by adapting teaching materials and methods.
- Instructed on proper breathing techniques, stances and forms with tight deadlines of 45 minute classes

Energy Martial Arts

After School Program Staff

Toronto, ON, Canada

Sept 2019 - March 2021

- Sanitized toys and play equipment each day to maintain safety and cleanliness.
- Observed children to identify individuals in need of additional support and developed strategies to improve assistance.
- Promoted physical, academic and social development by implementing diverse classroom and outside activities.

Self Employed Programming Tutor

Tutor

Toronto, ON, Canada

July 2021 - August 2021

- Tutored struggling, average and advanced students in Computer Science course materials boosting helping their average increase 5-6%
- Provided appropriate learning materials for students.
- Planned lessons for allotted time to strengthen weak subjects and build skills.

LEADERSHIP

Martial Arts Camp Leader

Student Volunteer

July 2017 - August 2017

- Taught Martial Arts to students, developing my confidence and leadership skills
- Supervised and organized activities enhancing my communication skills
- Maintained a clean environment for students by cleaning floors and washrooms.

PROJECTS

Hand Painter | *Python, Computer Vision, Pygame, Pyautogui, Os* [Code](#)

- Created a virtual hand painter that allows users to draw onto their computer screen by moving hand in 3d space.
- Implemented a hand tracker using **Open-CV** and translated 3d vectors to pixel coordinates.
- Designed drawing board allowing users to change colors of marker
- Implemented screen shot ability so users can take screenshots of drawing by moving fingers index and thumb finger closer together.

Finance App | *Python, Matplotlib, Sqlit3, PyQt5* [Code](#)

- Designed a fully functional Finance application that allows users to track their finances.
- Implemented data storage by using **SQLite3** to ensure data entered was not lost.
- Implemented graphing feature by utilizing **Matplotlib** to allow for more visual response.
- Designed GUI through framework. **PyQt5**

PONG vs Computer | *Python, Pygame* [Code](#)

- Recreated the retro pong game in Python.
- Implemented ability to play against computer.

Student Grade Predictor | *Python, Numpy ,Sklearn, Matplotlib* [Code](#)

- Developed a machine learning model to predict grades of students based on certain factors.
- Implementing **Sklearn** a linear regression model was developed to have an accuracy of up to **96%**.
- Using **Matplotlib** data is graphed for user.