PRANAV KUMAR GUDDETI

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EDUCATION

B.Tech in Computer Science and Business Systems, VNR VJIET | CGPA 8.16

SKILLS

- C, C++
- Java
- Python
- ASP.NET/C#
- HTML, CSS, Bootstrap
- JavaScript
- Machine Learning
- MongoDB, SQL, Oracle 11g
- React JS
- Unity

CERTIFICATIONS

- Certified in **DSA Smart Interviews** Course at VNRVJIET, Hyderabad
- Certified in **Programming in Java** from **Swayam NPTEL (IIT Madras).**
- Career Essentials in **Generative AI by Microsoft and LinkedIn**
- Achieved the **Google Cloud Computing Foundations Certificate**
- TCS ION- **IIT Kharagpur AI4ICPS Certificate Programme - Hands-on approach to AI for real-world applications**
- Participation Certificate in **Webathon held by Google-GDSC VNRVJIET**
- **Internship** Certificate from **Newtron.Ai**

PROJECTS

Space C – A VR Learning Game for C Programming

- Developed **an immersive VR game** to teach C **programming** concepts through interactive problem-solving for **slow learners.**
- Designed engaging gameplay mechanics in **Unity** incorporating if-else conditions, pattern matching, and logic-based challenges to enhance learning.
- Integrated interactive elements and progressive challenges to reinforce programming logic in an immersive and intuitive way.

Gamified learning Platform for DSA (Accepted for the 4th IEEE ICTBIG CONFERENCE 2024)

- Developed and implemented **a Gamified Learning Platform for Data Structures and Algorithms** using **Unity, React, HTML, CSS, MongoDB,ExpressJS.**
- The platform incorporates **challenges, rewards, progress tracking, points, levels, badges, and leaderboards** to enhance student engagement and motivation. It ensures seamless functionality and accessibility, fostering an interactive and enjoyable learning environment that encourages active participation, academic excellence, critical thinking, problem- solving skills, and knowledge retention.
- The visually appealing interface with personalized feedback mechanisms enhances user experience and maximizes learning outcomes.

Delivery Optimization System

- Engineered an Ordering Optimization System for delivery personnel, employing algorithms such as **job scheduling and knapsack**, ensuring maximized commission earnings through efficient delivery route planning.
- Technologies and concepts used in this project include **Algorithmic Design, Algorithmic Analysis, C++.**

Cyberbullying Detection:

- Developed a machine learning model to identify **cyberbullying in tweets.**
- Employed text mining techniques, including **natural language processing (NLP)** and feature engineering, to extract relevant information from textual data.
- Utilized **ML algorithms** like**, Random Forest, Logistic Regression, Naïve Bayes, Voting Classifier** to classify tweets as cyberbullying or non-cyberbullying.

AWARDS AND ACHIEVEMENTS

- Won a **Spell-bee Competition**, won various **English Olympiad** Competitions held at School level
- Secured **Black belt-1st Dan** in **Karate** and participated in Karate Competitions at the State Level.
- Contributed significantly as a member of **TEDXVNRVJIET-2023 organizing committee**, held at VNRVJIET, Hyderabad
- Engaged actively in **debates and speakathons ,** held by the **CSI chapter of VNRVJIET**, Hyderabad
- **Anchoring** for **Convergence event, a technical fest**, held at VNRVJIET, Hyderabad