

Bodanapati Vinay

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SKILLS

- **Languages:** C++, Java, Python
- **Frameworks:** HTML, TensorFlow, PyTorch, Keras
- **Tools/Platforms:** Google Colab, Pandas, NumPy, Matplotlib
- **Soft Skills:** Problem-Solving Skills, Team Player

PROJECTS

- **Game AI: Build an AI agent to master strategy games (e.g., Chess, Dota 2) :** October 2024
 - Developed an AI agent to play and excel in complex strategy-based games such as Chess and Dota 2.
 - Implemented decision-making algorithms like Minimax, Alpha-Beta pruning, and Reinforcement Learning.
 - Trained models to adapt strategies dynamically against different opponents.
 - Focused on optimizing performance, accuracy, and real-time decision speed.
- **Language Identification: Studied Indian code-switching datasets for multilingual text classification.** September 2024
 - Conducted a comparative study on code-switched Indian languages..
 - Implemented and evaluated N-gram, SVM, CNN, and BLSTM models.
 - Focused on handling multilingual text where speakers mix two or more languages.
 - Analyzed performance of traditional ML vs deep learning approaches.

CERTIFICATES

- Cloud Computing July 2024 – October 2024
- Dynamic programming and Greedy Algorithms February 2024 – April 2024
- Algorithms on Strings March 2024 – May 2024
- Generative AI with large language models January 2024 – April 2024

ACHIEVEMENTS

- **Attained a slot in Google Nibbler Project:**
Among 500+ applied students.

EDUCATION

- **Lovely Professional University** Punjab, India
Bachelor of Technology - Computer Science and Engineering; CGPA: 6.11
July 2023 – July 2026
- **Sanjay Gandhi Polytechnic** Ballari, Karnataka
Diploma; Percentage: 71.65
April 2020 - March 2023
- **Christ The King High School** Tadipatri, Andhra Pradesh
Matriculation; Percentage: 99.5%
April 2019 - March 2020