SRI CHARAN THOUTAM

Undergraduate Student

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CodeWithCharan

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in CodeWithCharan

CAREER OBJECTIVE

To work with an organization where I can learn new skills, increase my abilities and contribute to both the company's goals and my personal growth.

EDUCATION

B.Tech in Computer Science and Engineering (AI & ML) Ganapathy Engineering College

1 09/2021 - 08/2024

CGPA: 7.1/10

Diploma in Electronics and Communication Engineering VMR Polytechnic

i 05/2018 - 07/2021

● CGPA: 7.5/10

Board of Secondary Education SSC - Class X ASSISI ENGLISH MEDIUM SCHOOL

= 04/2018

CGPA: 8.3/10

PROJECTS

Super Mario Al

Skills: Python 3, OpenAl Gym, PyTorch, Stable-Baselines3

- Developed an AI model using Reinforcement Learning to play the Super Mario game.
- Setting up the Mario environment.
- Preprocessing the environment.
- Training the RL model.
- Testing it out.

Rock-Paper-Scissors

Skills: Python 3, Keras, TensorFlow, OpenCV

- Created a Rock-Paper-Scissors game where you play against an Al opponent.
- Utilized Keras, TensorFlow, and OpenCV to build an AI model capable of recognizing hand gestures.
- Utilized the "SqueezeNet" pre-trained model through Keras.
- Included a step-by-step process for image gathering, training, testing, and playing with the model.
- CodeWithCharan/Rock-Paper-Scissors-Project

Cat and Dog Image Classifier

Skills: TensorFlow, Keras, Convolutional Neural Networks (CNN)

- Developed a deep learning model to classify images of cats and dogs.
- Implemented a Convolutional Neural Network (CNN) architecture using TensorFlow and Keras.
- Achieved a classification accuracy of 63%.
- CodeWithCharan/Cat-and-Dog-Image-Classifier

TECHNICAL SKILLS

- Programming Languages:
 - Python (Proficient)
 - Java
 - JavaScript
 - C
- Machine Learning & Deep Learning:
 - Proficient in TensorFlow, Keras and PyTorch for deep learning tasks.
 - Scikit-learn, Pandas, NumPy, and Matplotlib libraries for machine learning.
 - Natural Language Processing (NLP).
 - Neural Networks.
 - Computer Vision using OpenCV.
 - Reinforcement Learning for Gaming.
- Data Structures & Algorithms
- Problem-solving
- Web Development:
 - HTML, CSS
 - Flask
 - Bootstrap
- Databases:
 - MongoDB
 - SQL
- Version Control: Git
- Integrated Development Environments (IDEs):
 - Visual Studio Code
 - Jupyter Notebook

ACHIEVEMENTS

- In Python, I have earned 5 stars on HackerRank
- In the Kaggle competition, I achieved rank 1896 out of 68761 participants

CODING PROFILE

HackerRank - hackerrank.com/CodeWithCharan Kaggle - kaggle.com/CodeWithCharan

CERTIFICATES

Machine Learning with Python: Show Credential Intro to Machine Learning: Show Credential Intermediate Machine Learning: Show Credential

LINKS

LinkedIn - linkedin.com/in/CodeWithCharan
GitHub - github.com/CodeWithCharan
freeCodeCamp - freecodecamp.org/CodeWithCharan
Portfolio - codewithcharan.github.io/My-Portfolio