

Stephen Pedru Fernandes

Artificial Intelligence and Machine Learning Graduate

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[LinkedIn](#) | [GitHub](#)

PROFESSIONAL SUMMARY

Seeking a software development role at a Reputed Organization to apply my expertise in AI/ML, web development, and problem-solving. Eager to contribute to innovative projects and enhance my technical skills in a dynamic, growth-oriented environment.

EXPERIENCE

- 10.2023 - 11.2023
- Front End Developer Intern**
MOTIONCUT, Lucknow, India
 - Led the development of user-friendly, responsive web interfaces for high-traffic websites, ensuring cross-browser compatibility. Collaborated with designers and backend teams to implement dynamic features and optimize performance, achieving a 25% reduction in page load times.
 - Technologies: HTML, CSS, JavaScript, React.

RELEVANT EDUCATION

- 01.2021 - Present
- B.E in Artificial Intelligence and Machine Learning**
St Joseph Engineering College, Mangaluru, India
Results: (GPA: 8.60)
- 01.2018 - 01.2020
- Pre University**
St Aloysius PU College, Mangalore, Mangaluru, India
Results: (GPA: 81.5%)
- 01.2017 - 01.2018
- SSLC**
MarThoma English Medium College, Honnavar, Honnavar, India
Results: (GPA: 90.24%)

CERTIFICATIONS

- Programming Foundations with JavaScript HTML - Duke University, 08.2023
- Salesforce Developer Virtual Internship - SmartInternz, 12.2023

PROJECTS

- 07.2023 - 09.2023
- Student Result Database Management System**
 - Developed a Java-based application for managing student academic records with features for saving, editing, and viewing results, ensuring seamless and secure data handling using JDBC and MySQL.
 - Optimized database query execution, improving performance by 15%, and enhanced the user interface to deliver an intuitive and engaging user experience.
- 08.2023 - 09.2023
- Donkey Kong Game**
 - Designed and implemented a Python-based Donkey Kong replica using the Pygame library, featuring custom animations and intuitive controls to create an engaging gameplay experience.
 - Leveraged object-oriented programming principles to structure game mechanics and enhance maintainability, gaining practical experience in game development within a VS Code environment.
- 05.2024 - 08.2024
- Student Course Dashboard and Course Recommender**
 - Designed and implemented a web-based system using React for analyzing organizational student course data, enabling users to upload datasets and generate insights dynamically.
 - Integrated JavaScript's Chart.js library for interactive dashboards and developed a machine learning model to recommend courses based on student preferences.

SKILLS

- Programming Languages** - Java, Python, C, JavaScript, HTML, CSS
- Frameworks** - React, Bootstrap
- Database Technologies** - MySQL, JDBC
- Development Tools** - Git, Eclipse, VS Code, MATLAB, Salesforce