GURUPRASAD G M

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EDUCATION

VISVESVARAYA TECHNOLOGICAL UNIVERSITY
Maharaja Institute of Technology Mysore   Mandya, Karnataka
Bachelor of Engineering (B.E.) in Computer Science Engineering   Expected May 2025
CGPA: 8.3/10.0
Relevant Coursework: AIML, DBMS, Software Engineering, Data Structures and Algorithms, Data Science,
Full Stack Development in Django, Computer Graphics

EXPERIENCE

J.P. MORGAN SOFTWARE ENGINEERING VIRTUAL EXPERIENCE   Forage
Virtual Internship   August 2024
- Utilized JPMorgan Chase's tools to create real-time data visualizations for traders, enhancing financial data analysis and software development skills.
- Configured a local development environment with 10+ files, tools, and dependencies, and corrected 5+ broken files to ensure accurate web application output.
- Employed JPMorgan Chase's open-source library, Perspective, to generate a live graph, improving traders' monitoring capabilities by 30%.

RAAYA INFOTECH SOLUTIONS (OPC) PVT LTD   Mandya, Karnataka
Internship Trainee   September 2023
- Gained practical expertise in HTML, CSS, JavaScript, and Bootstrap, completing over 10 hours of coding exercises.
- Designed functional projects, including a Interactive calculator and an e-commerce website for selling ice cream online.
- Enhanced and refined front-end development skills, increasing proficiency by 40% through hands-on project work
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PROJECTS

WEATHER FORECAST REACT APP
- Developed a React.js web application allowing users to search for specific locations, displaying a four-day weather forecast for the selected area using real-time data from the OpenWeatherMap API.
- Integrated user authentication and a live map as the background that visually represents the searched location, alongside its weather data.

GAME- SPACE: WEB-BASED GAMING PLATFORM
- Game-Space is a web-based gaming platform featuring 21 mini-JavaScript games, crafted using Next.js, React.js, and TypeScript.
- The platform includes a search functionality for easy navigation and offers a seamless gaming experience with a variety of engaging games.

FACE RECOGNITION-BASED ATTENDANCE SYSTEM
- Devised an automated attendance system using OpenCV for video capture and the face_recognition library to detect and recognize faces in real-time, achieving over 90% accuracy in attendance tracking.
- Incorporated text-to-speech functionality for real-time audio feedback, with recognized students marked present and attendance logged in a CSV file, significantly reducing manual effort and errors.

INSURANCE FRAUD DETECTION
- Created a machine learning model with over 95% accuracy for detecting fraudulent insurance claims, processing and analyzing 1,001 historical datasets.
- Constructed a Flask-based web application for real-time interaction with the trained model, enabling users to efficiently analyze and predict potential fraud cases.

SKILLS

- **Technical Skills:** C, Java, Python, HTML, CSS, JavaScript, ReactJS, MySQL
- **Tools and Technologies:** Git and GitHub, Data Science and ML Tools, Django, Flask and Next.js Frameworks