# TADISETTY SAI YASHWANTH

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 $Gmail \diamond Linkedin \diamond Website \diamond Github \diamond HackerRank \diamond Leetcode \diamond Twitter \diamond CodeChef$ 

### **EDUCATION**

B.TECH, PES University Expected 2025

Relevant Coursework: Python, C, Data Structures and Algorithms, Computer Networks, Operating Systems.

• CGPA: 8.39/10

#### **SKILLS**

Python, C++, C, HTML, CSS, Javascript, Reactis, Tailwindess, Nodejs, Machine Learning, Data Science, Streamlit.

### **PROJECTS**

Action RPG: An RPG game like the Legend of Zelda, with two maps, two mini-bosses, enemies, weapons, and beautiful retro artwork. Tech Stack: Python, Pygame. (Github)

Raycasting 3d Engine: Doom/Wolfenstein 3D raycasting engine made using python and pygame. (Github)

Anime Recommendation System: This project is a simple implementation of a content-based recommendation system for anime using Python and Streamlit. (Github) (Link to the website)

LittleOS: Writing my own x86 Operating System which is a single tasking interrupt driven OS, step by step. (Github)

UltraSonicFPS: A 3d Exploration game played using our hand gestures. (Github)

Theft Detection System: A project made using Arduino, UltraSonic sensor, PIR sensor which detects any movement within a specific range from the sensor and lights up the LED. (Github)

Toy Chess Engine: An AI toy chess engine that predicts the next best move in a chess game. (Github)

CR7 Analysis: Exploring the Cristiano Ronaldo dataset from Kaggle and building a website using streamlit. (Github) (Link to the website)

### LEADERSHIP AND EXTRACURRICULAR

- MLH Global Hack Week: I participated in the Train an AI to Play Chess Kaggle Competition and was placed 3rd.
- Mentor GSSOC'23: Mentor at Girlscript Summer of Code 2023. Helping beginners to get into open source and make contributions in the field of Data Science and Machine Learning.
- Team lead at AIEP: An Industrial experience program by ACM club where students form a team and work on a project. I was a Team Lead and our team worked on a Game Dev project for 3 months using the Godot game engine and GDscript scripting language.
- **HacktoberKnight:** Maintainer of hacktoberfest repository. Helped participants make open-source contributions.
- Newsletter and Blogs: I regularly write tech-based newsletter every week. I also write blogs on hashnode

## **CLUBS AND COMMUNITIES**

- HackerSpace Club PESUECC Mentor and Apprentice team.
- ACM club Technical Team Member. Was in the Maintainers team of HackKnight. (Hacktoberfest-oriented hackathon where students can contribute to projects.)
- ZeroDay Cybersecurity Club Core and Mentor. Conducted a workshop on Introduction to Linux for CyberSecurity.