Jonnalagadda Krishna Sai Roshith

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OBJECTIVE

Passionate computer science student eager to pursue a Master's in AI, ML, and data science. Seeking to leverage education to build a career in software development, product management, or data analytics. Excited to innovate and solve problems using technology to help people. Enthusiastic about the future and potential of AI and ML. Driven to apply skills where I can positively impact others.

EDUCATIONAL QUALIFICATION

Qualification	University/Board	Pass out	Percentage (%)
B. Tech (CSE)	KL University Hyderabad	2024	81.5%
Intermediate	Gitanjali senior school Begumpet	2020	62.6%
ICSE	The Future Kid's School	2018	64.83%

RELEVANT COURSEWORK

- Artificial Neural Networks
- Machine Learning
- Natural Language Processing
- Design & Analysis of Algorithms
- AI for Data Science

TECHNICAL SKILLS

- Programming Languages: C, Java, Python
- Database Systems: MySQL
- Web Development: HTML, CSS

ACADEMIC PROJECTS

Heart Disease Prediction Using Advanced AI/ML Techniques **Aug 2023 – Nov 2023**
Team Size: 4 **Role**: Team Lead

The main objective of this project was to determine significant risk factors based on medical data sets that can lead to heart disease. For classification purposes we used multiple machine learning algorithms like Decision trees. Random Forest, Linear Regression (LR), Support Vector Machine (SVM), Xgboost and Adaboost classifiers. The proposed working model also helps to reduce treatment costs by providing initial diagnoses in a timely manner.

Airline Booking System **July 2022** – **Nov 2022**
Team Size: 4 **Role**: Team Member

The goal of this project on the Airline Management System was to automate the airline registration procedure. The system includes information such as passenger information, flight information, and a list of all passengers, as well as the ability to store and retrieve data linked to the airline business and conduct air travel transactions.

Weather App **July 2022** – **Nov 2022**
Team Size: 4 **Role**: Team Member

The main goal of this project was to provide weather information for certain locations. The user must input the city name in-order to get the weather details of that particular location. We used React for building this app.

TIC TAC TOE **Dec 2020** – **Feb 2021**
Team Size: 4 **Role**: Team Member

We wrote a tic-tac-toe game using java that lets you play against the computer or another person. The program uses Scanner to get moves from players. It has methods to show the board, update it after moves, and check if someone won. We used do-while loops, if statements, and switch case to check for valid moves and detect wins. Overall, it was a good project to practice programming skills like methods, conditionals, and loops!

LINKEDIN CERTIFICATIONS

- "Deep Learning: Getting Started"
- "Deep Learning: Face Recognition"
- "NLP with Python for Machine Learning Essential Training"
- "Advanced NLP with Python for Machine Learning"
- "Applied Machine Learning: Foundations"
- **"NLP with Python for Machine Learning Essential Training"**

PUBLICATIONS AND PRESENTATIONS

- Co-authored research paper **"Music Genre Classification"** exploring novel techniques for automatic categorization of music by genre.
- Paper proposes innovative approaches that could advance the state-of-the-art in this trending research area.
- Currently in pre-publication stage anticipating submission for peer review next semester.
- Publication would mark a meaningful contribution to machine learning and music information retrieval research communities.
- Project demonstrates academic merit and technology research skills including collaborating effectively in a team environment.