Jabade Susheel Krishna

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Education

Rajiv Gandhi University of Knowledge Technologies 2020 - 2022
Pre University 6 years integrated Course (GPA: 9+) *Kadapa, Andhra Pradesh*

International Institute of Information Technology 2022 - 2026
Bachelor Of Technology in Computer Science Engineering (GPA: 7+) *Hyderabad, Telangana*

Technical Skills

Languages: C, C++, Python, HTML, JavaScript, TypeScript, Bash Scripting, MATLAB
Technologies: React Native, Firebase, Node JS, Flask, Bootstrap, Docker, Kotlin, Blender, TinkerCAD, Jupyter, Github
Concepts: Operating Systems, Networking, Machine Learning, Data Mining, Min Max Algorithms, Data Structures and Algorithms, Latex, MySQL, Ray Tracing Algorithms, 3D Animations and Rendering.

Projects

Care Coordination : EHR Secure Sharing | *React Native, Python, Flask, Curl, HTML, CSS, JS, Bash, Docker, FHIR*

- Developed a secure Electronic Health Record (EHR) sharing system addressing the challenges of current email and message-based methods. The system employs a central server for retrieving patient data across hospitals while preserving patient anonymity.
- A unique Hash ID, generated from patient demographics and consent, is used for secure communication. Implemented a backend infrastructure, a website for the user interface, and a React Native application for managing patient consent.

Network File System | *C, System Calls, Networking, Operating System, Concurrency Handling, Bash*

- Developed a basic Network File System comprising a Naming Server, Storage Server, and Client Server. Addressed concurrency issues and utilized TCP and UDP networking protocols. Managed data redundancy and replication in storage servers.
- Implemented fundamental file operations including read, write, delete, list, create, copy, and move. This project focused on Operating Systems and Networking principles.

Computer Graphics : Ray Tracing Algorithms | *C++, CMake, Blender, Python*

- Explored ray tracing algorithms to render realistic images in computer graphics using C++. Managed object detection, object coloring, light detection, shadow formation, Monte Carlo simulation, and texture mapping.
- Created 3D objects using Blender and wrote OpenGL code for rasterization, including generating prism animations. This project provided a comprehensive understanding of GPU operations and the rendering process.

Pulse Point Health Application | *react native, Firebase, Machine Learning Algorithms, Python*

- Developed a React Native application to track users' health data from various sources, including Google Fit and Samsung Health, using Health Connect APIs. Utilized Firebase for data storage and management.
- Implemented a Python application running the Naive Bayes algorithm on Firebase data to generate insights. The application supports data tracking from various health devices such as smartwatches and fitness bands.

Convergent and Divergent Independent Algorithm Implementation | *Machine Learning, GANs, Min Max Algo, GDA Algo, Matlab*

- Analyzed a recently published Min-Max algorithm by Keshwani (year) achieving convergence independent of problem dimensionality and the target function's convergence properties. This algorithm offers guaranteed convergence where Gradient Descent Ascent (GDA) may not.
- Implemented the algorithm in Python and evaluated its performance on the CIFAR-10 dataset. Formally verified some of the algorithm's convergence properties, demonstrating its theoretical underpinnings

Additional Skills

•Github •Microsoft Office •Handling APIs •Documentations •Freelancing •Teaching •Software Development Life Cycle •Competitive Programming •Video Editing •Image Editing •Poster Making