भारतीय प्रौद्योगिकी संस्थान तिरुपति

Jawahar Sai Nathani

B.Tech, Computer Science Engineering

Indian Institute of Technology Tirupati, India

[LinkedIn]   [website]

Education Details

Program	Institute	Year	%/CGPA
B.Tech, Computer Science Engineering	Indian Institute of Technology Tirupati	2022	7.9/10
Intermediate Education	Narayana Junior College	2018	97.7%
Secondary Education	Vishwabharati High School	2016	9.8/10

Experience

- **GEP Worldwide - Technology Intern**

  Mentor : Mahesh Konda - Manager Engineering at GEP.   **[May 2021 - July 2021]**

  - Worked on *Angular CLI, Asp.net and SQL*. Designed and created a Angular CLI component and an Asp.net server method.
  - Angular CLI component does post and get requests to a Asp.net server that communicates with different SQL databases based on user's domain.
  - As part of the Internship program, Our team of 4 Interns have **won the Intern Hackathon** conducted for Interns by GEP ‖ Problem Statement : Develop Notification popup using Angular CLI with GEP Plugin architecture, typescript, Node.Js and MongoDB.

Projects

- **VATC - Virtual Assistant to Type and Code**   **[GitHub]**

  Guide : Dr. Shridhar Chimalakonda ‖ **Tech :** Python | Speech Recognition | BERT   **[2021]**

  - Developed a Python Tkinter tool that supports an integrated and feature rich approach to assist programmers using Speech Detection, StackOverFlow, GeeksForGeeks.
  - Used *Google Speech Recognition*, syntax modification techniques in *Code Generation* and *Documentation* and *Keras Sequential* model, *Model driven Query Generation* techniques in Search query generation.
  - Used *Bidirectional Encoder Representations from Transformers(BERT)* model trained on python programs dataset, *sentiment analysis* to understand, extract and categorise *code snippets*.
  - Text Editor is designed with rich feature set including *highlighting Keywords*, *displaying line numbers* and setting *debug points*.

- **Teachable Machine**   **[GitHub]**

  Reference : Internet ‖ **Tech :** React | Flask | Tensorflow   **[2020]**

  - Designed and created a web application to create and test custom Image Classification models and detect objects from images. This tool mimics few functionalities of *Google's Teachable Machine*.
  - This tool uses *Keras* and *Sklearn* libraries to train the custom image classification model and *Tensorflow Object Detection* model to detect objects from images.
  - Used *Material-UI*, *NextJs* and *Redux* in React Frontend. Trained custom model can be exported along with *openCV* code snippet required to test the model.

- **Kisaan Seva**   **[Weblink]**

  Guide : Dr. Shridhar Chimalakonda ‖ **Tech :** React.JS | Node.JS | MongoDB   **[2020]**

  - This is a full stack website designed and developed to serve the farmer community the purpose of fetching them right value for their crops.
  - This website also educates and provides the best practises to farmers on all kinds of agricultural aspects.

- **Compiler for a C like language**   **[GitHub]**
  Guide : Dr. Venkata Ramana Baderla || **Tech :** C | Lex | YACC | x86 Assembly   **[2021]**

  - Developed the lexical, syntax and semantic analyser, intermediate code generation and *x86*-64bit assembly code generation for a C like language using *lex*, *yacc* tools.

- **Big Little Township - Farming Game**   **[GitHub]**
  Guide : Dr. Shridhar Chimalakonda || **Tech :** Unity | C#   **[2021]**

  - Developed a 3D-Township management game based on the idea to educate the players about different stages of farming and waste management techniques.

Achievements

- Secured *All India Rank "3575"* in *JEE ADVANCED 2018* out of about *0.2 million* candidates.

- Secured *All India Rank "3595"* in *JEE MAINS 2018* out of about *1.2 million* candidates.

- Secured *1st prize in hackathon* conducted *to GEP-Interns all over India*.

Technical Proficiency

Languages	:	Python, C++, C, C#, Java || x86, and MIPS Assembly Language
Web Development	:	HTML, CSS, Javascript, Typescript, Dart, React.Js, Angular, JQuery, Flask, Django, MySql
Others	:	Machine Learning, Deep Learning, Git, Docker, Unity (Game Development)

Relevant Courses

Computer Science	:	Data Structures and Algorithms, Machine Learning, Artificial Intelligence, Operating Systems, Computer Organization, Software Engineering, Compiler theory, Computer Networks, Theory Of Computation, Programming Methodology, Data Base Management Systems, Internet of things, Deep learning
Mathematics	:	Calculus, Differential Equations and Matrices, Linear Algebra, Probability and Statistics, Discrete Mathematics
Others	:	Engineering Drawing

Areas of Interest

- Data Structures and Algorithms, Machine Learning, Artificial Intelligence and Game Development.

Extra Curricular activities

- Solving questions in Codechef, Hacker Rank and LeetCode.

- Participating in Hackathons and Coding contests.

- Watching Netflix and playing Video Games and Volley ball.