Chepuri Jeevana Kasturi

Tadikonda,AP jeevanakasturi@gmail.com 90145 21929 chepuri-jeevana-kasturi Kasturi-1811

Summary

I aim to become a Machine Learning Engineer focused on building real-time, impactful models that address practical challenges. I strive to apply and expand my knowledge continuously, growing both as a developer and as a lifelong learner in the field of AI.

Education

Vasireddy Venkatadri Institute of Technology - Artificial Intelligence and Machine Learning - 8.84(upto 3-2) *Oct 2022 – April 2026*

Narayana Junior College - 936/1000 *July 2020 – April 2022*

Mary Matha E.M High School - 549/600 *April 2020*

Skills

Technical Skills

- Programming Languages and Technologies: C, Python, Java, Machine learning, Streamlit, Scikit-learn, Pandas, Numpy, Open-Cv, Basics Deep learning, HTML, CSS, Javascript

Soft Skills

- Adaptability, Flexible, Fast Learner, Team Player, Time Management, Communication skills.

Certifications

Internships

- AI: Transformative Learning with Techsaksham - Microsoft,SAP,Edunet - 1 Month
- Google AI/ML Virtual Internship - Google - 10 weeks
- Web Full-Stack Developer Internship - Eduskills foundation - 10 weeks
- AWS Data Engineering Internship - Amazon - 10 weeks

Courses

- Introduction to Python Programming - Harvard University - 2 Months
- The Joy of Computing using Python - NPTEL - 12 weeks - 84
- Cloud Computing - NPTEL - 12 weeks - 68

Programming in python certificate in Hackerrank

Projects

AI Blood Donation Eligibility Checker *github.com/Chatboot*

- Developed an AI-powered virtual assistant that determines a person's eligibility for blood donation based on user inputs like age, weight, blood pressure, last donation date, and health conditions.
- Built an intuitive Streamlit web app to collect health details and provide real-time feedback on eligibility.
- Created a synthetic dataset of 1000+ samples using randomized feature values, and applied custom logic rules to label eligibility (0: Not Eligible, 1: Eligible).
- Trained a Random Forest Classifier using this dataset, achieving high accuracy through oversampling (RandomOver-Sampler) to balance classes.
- Integrated a simple chatbot to answer common health-related queries (e.g., low hemoglobin foods, blood pressure advice) using rule-based NLP logic.
- Applied binary classification (supervised learning) to automate eligibility predictions with clear explanations when a user is not eligible.
- Emphasized user experience by giving detailed reasons for ineligibility and health tips based on inputs.
- Technologies Used: Python,Streamlit, Random Forest Classifier, Scikit-learn, Numpy, Pandas, imbalanced-learn(RandomOverS Machine Learning.

Snake game with hand gesture movements *github.com/SnakeGame*

- Built a fun and interactive gesture-controlled Snake game using Python, OpenCV, and MediaPipe.
- Used real-time hand tracking to let players control the snake with just their index finger—no keyboard or mouse

needed.

- Added features like a 1–2 minute time limit, live scoring, restart option, and collision detection to make the game more engaging.
- Applied computer vision to accurately follow hand landmarks and guide the snake's movement on screen.
- Took care to optimize the game's frame rate and improve user experience by preventing food from spawning off-screen.
- This project showcases my skills in AI interaction, image processing, and computer vision
- Python, OpenCV, MediaPipe, Computer Vision, AI Interaction

Khadari Jewellery Website *github.com/JWebsite*

- Created a jewelry e-commerce website based on a client's request to help customers view products without needing to visit the store in person.
- The website allows users to browse a variety of ornaments made from Gold, Silver, and Platinum, categorized for Men, Women, and Couples.
- Built entirely using front-end technologies, the site includes product images, descriptions, and contact details so customers can easily reach out if interested.
- This project was developed specifically to meet the client's goal of making their jewelry collection more accessible to all customers online.
- Technologies Used: HTML,CSS,Javascript.

Leadership

- Team lead of the Scholarship Project at WAY, focused on finding and promoting scholarships for students across all levels (school, +2, UG, PG) through social media and our trust network. Here we collect scholarships from different platforms and promote them using posters and making short videos. We make screen recording videos for those who don't have an idea of how to apply those videos are edited and posted on official trust Social media accounts
- Team lead for our major project; guided and motivated team members, ensured timely completion, and supported learning of required technologies.

Languages

- English - Fluent , Telugu.

Hobbies

- Exploring machine learning, likes buffering NET, watching cartoons, listening to devotional songs, and continuously expanding my knowledge.