

KAUSHIK BEDMUTHA

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EDUCATION

Don Bosco Institute of Technology

07 2020 – 07 2024

Bachelor of Engineering in Computer Science - CGPA - 8.16(till sem7)

Mumbai, India

COURSEWORK / SKILLS

- Data Structures
- OOPS Concept
- DBMS
- Cloud Computing
- Analysis of Algorithms
- Operating Systems
- Software Engineering
- Computer Networks

PROJECTS

EDA - (DiwaliSales, IPL 2008-2020) | Python, PowerBi

- Successfully leveraged my data analysis skills to extract valuable insights from Diwali sales datasets.
- Utilizing Power BI, I executed a comprehensive data analysis, enabling the visualization of data through graphical representations.

Car Price Prediction System | Flask, ML(Linear Regression)

- Designed and executed a project focused on predicting car prices by leveraging a diverse set of features.
- Implemented the Linear Regression algorithm in conjunction with the Scikit-Learn library to train the machine learning model, enhancing prediction accuracy around 82 percent.

PDF Sumarization | Openai, API's, Python

- Developed a model that uses the power of the CHATGPT to summarize the pdf document into key points
- Our model is trained by OpenAI and can summarize content with up to 4096 tokens per prompt
- Our model summarizes 85,000 words in approximately 9 minutes

WORK EXPERIENCE AND INTERNSHIPS

Sequelstring Solutions and Consultancy Pvt Ltd

02 2023 – 04 2023

Software Engineering Intern

Mumbai, India

- Contributed to image analytics at SequelString Pvt Ltd, employing OpenCV, Tesseract, and Python libraries.
- Collaborated in productive brainstorming sessions with the project Incharge, fostering innovative solutions for approximately 60 hours.

TECHNICAL SKILLS

Languages: C++, Python(Basics), SQL, Solidity, PHP.

Developer Tools: VS Code, Android Studio, Unity, PowerBi.

Technologies/Frameworks: GitHub, Django, Jupyter, Flask, HTML, CSS, GCP, Ethereum, Smartcontracts.

POSITION OF RESPONSIBILITY

Teknack Gaming Studio – ACM-DBIT

Game Developer

Mumbai

- * Designed and developed "The Track Titans" an Android game using Unity Engine which is successfully Published on the Playstore

INITIATIVES AND ACHIEVEMENTS

- Successfully achieved Milestone 1 in the Google Cloud Facilitator Program, demonstrating proficiency in cloud technologies.
- Demonstrated exceptional skills by excelling in the WCE Hackathon, GDSC Hackover event, and various competitive coding contests.
- Established a 5-star rating in C++ proficiency on Hackerrank, highlighting strong coding skills and problem-solving abilities.