Krishna Shalawadi

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Executive Summary

Enthusiastic and goal-driven Information Science undergraduate with hands-on experience in software development and machine learning applications. Proficient in Python, JavaScript, web development. Demonstrated leadership as a project lead in academic research, integrating traditional and quantum machine learning to solve real-world problems. Eager to contribute to dynamic tech teams and apply innovative thinking to develop impactful software or data-driven solutions.

Education

- **M S Ramaiah Institute of Technology** — Bangalore, India
  B.E. in Information Science and Engineering; CGPA: 7.93 — 2022 – Present

- **Narayana PU College** — Bangalore, Karnataka
  2nd PUC, Science (PCMC): 93.5 — May 2021 – May 2022

Technical Skills

- **Software/Tools:** AutoCAD, MATLAB, Tableau, Power BI, Git, Streamlit
- **Programming Languages:** Python, JavaScript, MySQL, ReactJS
- **Machine Learning Frameworks:** Scikit-learn, PennyLane
- **Online Courses with Certifications:** Web Development from Udemy (Ongoing)

Projects

- **House Price Prediction using Machine Learning**:
  - Developed a regression model using the King County dataset to predict house prices based on features like bedrooms, area, location and other factors.
  - Applied and compared Linear, Ridge, XGBoost,Gradient Boost and Random Forest Regression algorithms using Scikit-learn; visualized model performance with metrics and plots.
  - **Tech Stack:** Python, Pandas, NumPy, Matplotlib, Scikit-learn
  - **GitHub:** House Price Prediction
- **Brain Tumor Detection using Quantum Machine Learning**:
  - Led a team of 4 to build a hybrid system combining classical ML (SVM, CNN, RF) and quantum ML (VQC, QCNN, QNN) for medical image classification.
  - Achieved 96% accuracy using CNN; authored a comparative analysis paper on classical vs quantum models.
  - **Tech Stack:** Python, Streamlit, Scikit-learn, PennyLane
  - **GitHub:** Classical, Quantum
- **DISCRETA – Discrete Mathematics Game Project**:
  - Developed interactive learning games based on set theory and graph concepts for educational use.
  - Built logic for the “Relation Game” and visualized Warshall’s Algorithm for transitive closure.
  - **Tech Stack:** Python, HTML, CSS, JavaScript, ReactJS
  - **GitHub:** KLM GameCraft, Warshall Algorithm

Activities & Interests

- **National Service Scheme - RIT**: Volunteer and Poster Designer (2023 – Present)
- **Languages**: English, Kannada, Hindi
- **Interests**: Volleyball, Cricket, Singing, Traveling
- **Soft Skills**: Team Leadership, Critical Thinking, Communication, Adaptability