KUPPAM AJITH

Data Analyst | Python | Java | Game Developer

CONTACT ME

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Hyderabad, India

EDUCATION

B.Tech, Artificial Intelligence And Data Science Engineering AI & DS

St. Martin's Engineering College

CGPA: 8.02 2022-2026

Intermediate

Narayana Jr College

86.1% 2020-2022

SSC

Narayana High School

CGPA: 10.0 2020

SKILLS

- **Programming Languages:** Python, Java, Unity
- **Tools:** GitHub
- **Other:** Machine Learning, Data Analysis

LANGUAGES

- ENGLISH (Proficient)
- TELUGU (Native)
- HINDI (Proficient)

SUMMARY

Aspiring AI and Data Science Engineer pursuing a B.Tech in Artificial Intelligence and Data Science, with a robust foundation in programming languages such as Python, C, and Java. Skilled in game development, having built interactive applications using Unity, Godot and the Pygame module. Demonstrates a unique combination of technical expertise and creativity, applying AI concepts to practical projects. Passionate about leveraging these skills to solve complex problems and create innovative solutions in the fields of AI and data science.

WORK EXPERIENCE

Machine learning intern

December 2023 – December 2023

Niltech Edu - Onsite

- Developed predictive models for bank-loan grant approvals and weather forecasting using advanced machine learning algorithms and tools such as SVM and Keras.
- Conducted data preprocessing and feature engineering with NumPy and Pandas to optimize model performance and accuracy
- Implemented and fine-tuned neural networks using TensorFlow and Keras to improve predictive outcomes.
- Visualized data insights and model performance using Seaborn and Matplotlib, effectively communicating results to the team.

PROJECTS

Predictive Maintenance for Industrial Equipment

- Developed a Random Forest Classifier to predict equipment failures, achieving 99.85% test accuracy on a 10,000-record dataset.
- Preprocessed data using Pandas and scikit-learn, applying feature encoding, scaling, and SMOTE to handle class imbalance.
- Analyzed feature importance, reducing the feature set by 25%, and visualized results with Matplotlib and Seaborn.
- Validated model robustness with 5-fold cross-validation, attaining a mean accuracy of 99.91%.

Facebook Sentiment Analysis using NLP

- Developed a high-accuracy (97%) sentiment analysis model using MiniLM-L6-H384, trained on a 130,000+ row dataset of labeled Facebook comments, including emoji-augmented data. Optimized training and inference on an NVIDIA RTX 4060 GPU with PyTorch, achieving ~5–10 ms prediction latency. Deployed as an interactive Streamlit web app, handling text and emoji inputs with custom class-weighted loss for imbalanced data (Positive: 63%, Negative: 23%, Neutral: 14%).

Multiple Mode Space Shooter (Pygame)

- Combined the solo and VS space games to create a multi-mode space shooter offering both single-player and multiplayer experiences.

Space Shooter (Unity, C#)

- Created a space shooter game targeting both PC and Android platforms, focusing on smooth gameplay and engaging mechanics.

Shadow Avenger (Godot)

- Created a modern 2d alien invader game targeting both PC and Android platforms, focusing on shadow mode as the core mechanics.

CERTIFICATIONS

- How to Build Predicting Models - Niltech Edu
- Learnt Java & Its Industry application - Path Creators
- Artificial Intelligence & Data Science - GenZ Educatewing