

J S NAGA VISHNU SAI

Portfolio : <https://jsnagavishnusai.netlify.app/>

EDUCATION

Dayanand Sagar Academy of Technology and Management

B.E in Computer Science and Engineering
CGPA-8.86 2020- 2024.

Pinegrove Junior College

class XII
Percentage-95.9% 2018 - 2020

Sri Chaitanya E/M High School

class X
CGPA-9.7 2017 - 2018

SKILLS

Languages: Python, Java, HTML, CSS, C, C++, SQL

Hands-on: Basic of UNIX, Basic of JS

CourseWorks: Data Structure and Algorithms,
OOPS , DBMS , OS

Platform worked: Android Studio ,VS code ,Code
Blocks,LINUX

Soft-Skills: Problem Solving, Team Work, Critical-
Thinking, Leadership, Communication, Adaptability,
Self Learner

CERTIFICATIONS

- Basic Python
- IBM skills-build program on AIML
- CIL(Centre for Innovation and Leadership)

LANGUAGE

- English
- Telugu
- Hindi
- Kannada

PROJECTS

BLIND HELPER [[GitHub](#)]

Technologies Used: Android Studio IDE, Java.

Blind helper is an android application developed using java programming language and designed in Android Studio. The project aims in helping the blind people to access the device with voice commands and to retrieve the features like current location, weather, date and time, calculator and battery status.

HOSPITAL MANAGEMENT SYSTEM [[GitHub](#)]

Technologies Used: Python, Mysql , HTML , CSS

Worked with a team to build a website to book the slots for the people to a particular hospital and particular doctor and the treatment that utilizes Database Management System (DBMS) to store and manages data in the website.

SPOTIFY CLONE [[GitHub](#)]

Technologies Used: HTML , CSS , JavaScript

Created a Spotify-inspired web app mirroring the user interface and features of the Spotify music player. Employed HTML, CSS, and JavaScript for development, providing users with a familiar music experience

RUBICS CUBE [[GitHub](#)]

Technologies Used: Code Blocks IDE, OpenGL Functions

Created an interactive graphic game using OpenGL, applying fundamental computer graphics principles. Developed a Rubik's Cube game with user-friendly controls, enabling rotation from any perspective. Implemented both keyboard and mouse input options, offering a seamless gaming experience.

INTERNSHIP

DATA SCIENCE USING PYTHON [[PDF](#)]

Successfully completed Major and Minor Projects in Data Science using Python without any Mentor Assistance , demonstrating proficiency in data analysis, machine learning, and NLP.