Nikhil Saisarath Chadalavada

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Education

Sree Vidyanikethan Engineering College Jan 2021 – May 2024
Bachelor of Technology in CSE (CGPA-8.23) *Tirupati*

Narayana Junior College June 2017 – March 2019
Intermediate (CGPA-9.17) *Nellore*

Experiences

IntrnForte July 2023 – October 2023
Machine Learning - Intern *Remote*

- Worked on machine learning projects, including house price prediction and microfinance loan repayment. Focused on optimizing algorithms and improving model performance through advanced techniques and rigorous evaluation.
- Optimized Ridge Regression and Gradient Boosting models, achieving high performance with R^2 scores of 0.8632 and 0.8542, respectively, and assessed accuracy using MSE and RMSE metrics to identify the best predictive model.

Projects

Ring- Video Call App | *Next.js, TypeScript, Tailwind CSS* | Github | Deploy July 2024 – Aug 2024

- Developed a video conferencing app using Next.js and TypeScript, featuring secure login, meeting creation, and participant management, similar to Zoom.
- Implemented authentication and authorization with Clerk, supporting over 30,000 users via social or traditional sign-on methods.
- Integrated real-time functionality with getstream, enabling secure interactions during meetings.
- Developed comprehensive meeting controls including recording, screen sharing, and participant management, enhancing user engagement and control.
- Created a personal room feature with unique meeting links for instant meetings and easy access to scheduled or past meetings, including viewing and accessing recorded sessions.

Brain Tumor Segmentation: Ghost U-Net | Github Dec 2023 – May 2024

- Developed an MRI image segmentation model using TensorFlow and Keras, employing a U-Net structure with ghost layers to enhance segmentation precision and efficiency.
- Incorporated early stopping and checkpointing to prevent overfitting and optimize training performance, achieving high evaluation metrics with a Dice Coefficient of 0.7849 and Intersection over Union (IoU) of 0.9979.
- Visualized model predictions against original images and masks to assess and refine segmentation outcomes, ensuring high-quality results.

Snake Game | *Python, Pygame* | Github April 2022 – May 2022

- Developed a classic Snake game using Pygame with customizable grid sizes and visuals, incorporating features such as snake movement, growth, and collision detection with a dedicated Fruit class.
- Enhanced gameplay with real-time sound effects that increase user engagement by providing feedback when the snake consumes fruits; included adjustable difficulty settings through grid sizes and speeds.
- Optimized game performance to ensure smooth and responsive gameplay across various devices, ensuring a consistent user experience.

Technical Skills

Languages: Java, Python, HTML,CSS, JavaScript, SQL
Technologies and Frameworks: Machine Learning, React.js, Node.js
Developer Tools: VS Code, Github, MongoDB
Libraries: Numpy, Pandas, Matplotlib

Certificates

- Cisco Programming Essentials In Python
- AI/ML - Google for Developers