



# NIKHIL SAISARATH CHADALAVADA

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## EDUCATION

<b>Sree Vidyanikethan Engineering College</b> <i>Bachelor of Technology in CSE(AI) (CGPA - 8.23)</i>	Jan 2021 – May 2024 <i>Tirupati</i>
<b>Narayana Junior College</b> <i>Intermediate (CGPA - 9.17)</i>	June 2017 – March 2019 <i>Nellore</i>
<b>Mythilee E.M High School</b> <i>SSC (CGPA - 8.5)</i>	June 2016 – March 2017 <i>Nellore</i>

## INTERNSHIPS

<b>Intrnforte</b> <i>Machine Learning</i>	July 2023 – Sept 2023 <i>Remote</i>
<ul style="list-style-type: none"><li>• Proficient in Machine Learning fundamentals</li><li>• Experienced in Python programming for diverse applications</li><li>• Skilled in data analysis, transformation, and preprocessing</li><li>• Competent in deploying projects and optimizing ML algorithms</li></ul>	

## PROJECTS

<b>Brain Tumor Segmentation: Ghost U-Net</b>   <a href="#">Github</a>	Dec-2023 – May-2024
<ul style="list-style-type: none"><li>• Developed an MRI image segmentation model using TensorFlow and Keras.</li><li>• Built a custom U-Net model with ghost layers for improved segmentation accuracy</li><li>• Trained the model with early stopping and checkpointing, and evaluated performance using Dice Coefficient and IoU.</li><li>• Visualized model predictions alongside original images and masks for assessment.</li></ul>	
<b>Snake Game</b>   <a href="#">Github</a>	April 2022 – May 2022
<ul style="list-style-type: none"><li>• Developed a classic Snake game using Pygame, featuring customizable grid dimensions and graphical elements.</li><li>• Implemented snake movement, growth mechanics, and collision detection with fruits (Fruit class).</li><li>• Utilized images (head, tail, body, apple) for visual representation of game elements, enhancing gameplay experience.</li><li>• Integrated sound effects enhance gameplay by providing feedback when the snake consumes fruit, improving user engagement.</li></ul>	
<b>Tic Tac Toe (AI)</b>   <a href="#">Github</a>	July 2022 – Aug 2022
<ul style="list-style-type: none"><li>• Developed a graphical Tic Tac Toe game using tkinter in Python.</li><li>• Designed the game interface with buttons, labels, and frames using tkinter widgets.</li><li>• Incorporated AI capabilities using the "Square" class from "square ai" for automated gameplay against the user.</li><li>• Implemented game logic to handle user clicks, AI moves, and game state transitions such as wins, ties, and resets.</li></ul>	

## TECHNICAL SKILLS

**Languages:** Python, Java, C, JavaScript, HTML/CSS  
**Frameworks:** React.js  
**Developer Tools:** Git, VS Code, Visual Studio  
**Libraries:** NumPy, pandas, Matplotlib

## CERTIFICATIONS

- Cisco Programming Essentials In Python
- AWS Academy Cloud Foundations
- Salesforce Developer Catalyst