PAWAN MUGALIHALLI

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Education

Bachelor of Technology in Computer Science Engineering

Indian Institute of Information Technology, Kottayam.

CGPA:8.95

(Graduation: 2026)

(as of Nov 2022 - Nov 2024)

Percentage: 96.2% (2021)

Higher Secondary Education (State Board)

Tirumala Engineering College, Vizag.

Projects

Mini 2D Metaverse with Gaming & Chat | Java, Spring Boot, WebSockets, PostgreSQL, Docker

(GitHub Link | Website)

- Built a mini 2D metaverse with real-time multiplayer interactions, integrating Tic-Tac-Toe gaming and a chat
- Implemented WebSockets & STOMP for seamless real-time chat and game state synchronization between players.
- Developed a turn-based Tic-Tac-Toe game with automatic win detection and player matchmaking.
- Secured user authentication with Spring Security, ensuring safe access control.
- Integrated PostgreSQL for persistent storage of game sessions, chat history, and user data.
- Containerized the application with **Docker** and **deployed on Render**, ensuring scalability, high availability, and seamless updates.

Transformer Network Implementation | Python, Pytorch.

(GitHub Link)

- Implemented a Transformer architecture from scratch using PvTorch
- Designed and implemented a Transformer model inspired by the "Attention Is All You Need" paper, incorporating core components such as multi-head self-attention, positional encoding, encoder-decoder layers, and efficient masking mechanisms.
- The architecture consists of a 6-layer encoder-decoder structure, 8 attention heads, and an embedding size of 512.
- Applied advanced techniques such as residual connections, layer normalization, and dropout for stable training and improved performance.
- Demonstrated model performance by processing tokenized source and target sequences, showing accurate shape output for sequence-to-sequence tasks.

Plant Disease Prediction | Python, TensorFlow, Keras, ResNet-18, Data Augmentation.

(GitHub Link)

- Developed a deep learning model for plant disease classification using a labeled dataset of tomato crop leaf images.
- Robust performance metrics (precision: 99.04%, recall: 98.9%, F1-score: 98.92%).
- Utilized ResNet-18 as the backbone model for feature extraction, leveraging its pre-trained weights and fine-tuning the layers for optimal performance on the plant disease dataset.
- Applied advanced data augmentation techniques (rotation, flipping, zooming) to improve model generalization and mitigate overfitting.

Experience

Parallel and Distributed Computing Lab Manual, Team Leader.

Department of Computer Science, IIIT Kottayam

(Nov 2024 - Dec 2024)

- Led a team of 9 members to create a comprehensive lab manual for the "Parallel and Distributed Computing", covering all labs and exercises relevant to the course.
- Worked under the guidance of Dr. Balasubramanian P, Assistant Professor, IIIT Kottayam.

Achievements

- Solved 1000+ problems across platforms like LeetCode, GFG, CodeChef and Codeforces.
- **4-star** CodeChef coder (Max rating:1803).
- Secured Global Rank 44 in CodeChef Starters 137 Division 3.
- Leetcode rating: 1885 (Top 4.82%) Level: Knight.
- Completed a **250-day** daily challenge streak on LeetCode, solving **500+** problems.

Skills

- **Languages:** C++, Python, Java, JavaScript.
- Frameworks and Libraries: Spring Boot, TensorFlow, Scikit-Learn, Pandas, NumPy, Matplotlib.
- Applications: RESTful APIs, Database Integration (SQL/NoSQL), Microservices, Classification, Regression, Computer Vision, Natural Language Processing.
- **Data Structures and Algorithms**
- **Competitive Programming:** CodeChef, Codeforces, LeetCode.