

Chaitanya Krishna Peram

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CAREER OBJECTIVE

Motivated and detail-oriented Computer Science Engineering student with a strong foundation in software development, data analysis, and problem-solving. Known for ethical decision-making, collaborative spirit, and a drive to turn learning into teaching tools, seeking an opportunity to apply technical expertise in an organisation.

EDUCATION

B.Tech in Computer Science Engineering, 2021 – 2025 | Tirupati, India
Siddharth Institute of Engineering and Technology
Aggregate: 75

SKILLS

Languages Core Java, Basic Python	FRONT-END Development HTML5, CSS, Javascript.	Tools Microsoft Office, Adobe Photoshop.
Database MySQL.	Devloper tools VS Code, Eclipse IDE, Github, MySql WorkBench.	Soft Skills Communication, Teamwork, Ethical Reasoning.

INTERNSHIP

- AI Data Analyst Intern, Rooman Technologies** 02/2025 – 05/2025
• Conducted exploratory data analysis to identify key trends in datasets and creates powerBi dashboard.
- Java Development Intern, OCTTANET** 08/2024 – 09/2024
• Developed and tested Java-based applications using OOP principles, collections, and exception handling.
- Web Development Intern, CSEdge** 04/2024 – 05/2024
• Designed and developed interactive web pages using HTML, CSS, and JavaScript.

PROJECTS

- Multi Creation.in**
• A responsive and well-structured website for a multimedia freelancing company, built using semantic HTML and styled with CSS.
• Designed with a clean, elegant aesthetic inspired by modern UI, emphasizing whitespace, subtle rounded cards, bold typography, and a light color scheme to create a minimal and inviting user experience.
- Wildlife Alerts (Deep Learning-Based Animal Detection System),**
Wildlife Alerts (Deep Learning-Based Animal Detection System)
• Developed a real-time image recognition system to detect animal activity in forest monitoring using deep learning techniques.
• Implemented CNN models to classify Cheetah, Fox, Hyena, Lion, Tiger, and Wolf with high accuracy.
- TIC-TAC-TOE Game**
Developed using HTML,CSS and Javascript,
• A simple game implementation allowing two players to mark Xs and Os on a 3x3 grid, checking for win conditions or a draw.
- TODO List**
• A structured program for adding, updating, and managing tasks, supporting priorities and completion status tracking.

CERTIFICATES

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| • - SQL BOOT CAMP - Udemy | • - Cyber security Ethical Hacking course - Udemy | • - App Design for Android – HCL Technologies |
| • - Power Bi - Simplilearn | • - Cyberjob simulation - Deloitte | • - Communication Skills - Tcsion |