# Prasanna Kumar Kota

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GitHub: https://github.com/Prasanna005118

Portfolio: https://prasannakumar-flame.vercel.app/

## EDUCATION

Keshav Memorial Institute of Technology – Hyderabad, Telangana

B.Tech in Computer Science

Graduation: Aug 2027

Computer Science undergraduate with a strong interest in AI, game development, and human-computer interaction.

Skilled in full-stack development and research-driven tools with real-world impact.

Experience in leading tech teams and organizing academic events.

## PROJECT EXPERIENCE

### Panacea (Dec 2024)
- Developed a Python-based injury classification app using a CNN.
- Designed to process images, predict injury types, and offer first aid advice.
- Deployed via Streamlit at panacea-ai.streamlit.app.

### Voice- & Gesture-Controlled 3D Game (Sep 2024 – Dec 2024)
- Built a 3D platformer with voice and gesture integration.
- Used Mediapipe for hand tracking and Google SDK for speech.
- Developed custom CNNs for gesture and voice classification.

### Brigid Bloom (Jan 2025)
- Created a mental health chatbot using RAG with Ollama.
- Implemented cosine similarity for context-aware responses.
- Retrieved info from a knowledge base for empathetic support.

### Note Nest (Mar 2025)
- Transcribes YouTube music into sheet music PDFs using yt-dlp, basic-pitch & MuseScore.
- Built responsive UI, OAuth login (Google/GitHub), waveform visualizations.
- Deployed via Vercel at note-nest-flax.vercel.app.

### Avatar Lab (Mar 2025 – Jun 2025)
- Converts image or video + text into talking head videos.
- Integrated TTS and server-side rendering for avatars.
- Live at echoframes.vercel.app.

### Svarog Sight (Nov 2024)
- Classified celestial bodies using a CNN trained on astronomy datasets.
- Differentiated galaxies, planets, meteorites with high accuracy.
- Built with Streamlit for interactive exploration.

### Meme Generator (Mar 2025)
- Created a meme tool for upload, annotation, and export.
- Added custom templates and GPT-powered caption suggestions.

## LEADERSHIP EXPERIENCE

### Team Lead – Game Development Project
Led a 3D game project using Unreal Engine and AI controls.

Delegated tasks, mentored team, and ensured timely delivery.

### Rotaract KMIT – Director of Professional Development (Sep 2024 – Jun 2025)
Headed the club's professional development wing.

Organized workshops like:

- Ujwal – Resume building & personal branding.
- DevOps – Intro to tools and industry practices.

Coordinated logistics, promotions, and feedback collection.

## CERTIFICATIONS
- Coincent – Artificial Intelligence with Python
- LetsUpgrade – Git & GitHub
- LetsUpgrade – GenAI 101 with Pieces

## SKILLS & INTERESTS
Languages: Python, TypeScript, C++, C, ASM

Frameworks: React, Flask, Next.js, Unreal Engine, Vulkan, LangChain, PyTorch

Tools: Git, Streamlit, Docker, MuseScore

AI/ML: CNNs, RAG, TTS, OpenCV, MediaPipe

Interests: Baking, PC building, Reading