Prasanna kumar Kota

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EDUCATION

Keshav Memorial Institute of Technology **Hyderabad, Telangana**
B.Tech *Graduation Date: Aug 2027*

CSE

Computer Science undergraduate with a deep interest in Artificial Intelligence, game development, and human-computer interaction.
Skilled in designing full-stack applications and research-driven tools with real-world deployment and impact.
Experienced in leading collaborative technical teams and organizing academic events focused on professional development.

PROJECT EXPERIENCE

Panacea Ai
Dec 2024
- Developed a Python-based application for injury classification using a Convolutional Neural Network (CNN).
- Designed the system to process images, predict injury types, and provide essential first aid advice.
- Deployed the application via Streamlit at panacea-ai.streamlit.app.

Voice- & Gesture-Controlled 3D Game
Sep 2024 - Dec 2024
- Created a 3D platformer with gesture and voice control integration.
- Used Mediapipe for hand tracking and Google SDK for speech commands.
- Developed custom CNN's for gesture and voice control.

Brigid Bloom
Jan 2025
- Built a mental health assistance chatbot using a Retrieval-Augmented Generation (RAG) model with Ollama.
- Integrated embedding models and contextual response generation to provide meaningful and empathetic support.
- Designed the bot to read a knowledge base, retrieve relevant information using cosine similarity, and offer tailored advice.

Note Nest
Mar 2025
- Transcribes YouTube music into sheet music PDFs using a backend powered by yt-dlp, basic-pitch, and MuseScore.
- Designed a responsive UI and implemented OAuth login with Google and GitHub.
- Integrated real-time waveform visualizations and PDF rendering/download in browser.
- Deployed via vercel and cloudflare at note-nest-flax.vercel.app

Avatar Lab
Mar 2025 - Jun 2025
- Converts an image or video + text into a talking head video using AI models.
- Implemented real-time text-to-speech (TTS) and server integration for avatar video rendering.
- Deployed via vercel and modal at echoframes.vercel.app

Svarog Sight
Nov 2024
- Developed an AI-powered tool to classify celestial bodies including galaxies, planets, and meteorites using deep learning.
- Trained a custom Convolutional Neural Network on astronomy datasets to accurately differentiate between object types.
- Visualized predictions via an interactive Streamlit interface for real-time exploration and use in research scenarios.

Meme Generator
Feb 2025
- Built a meme creation tool allowing users to upload, annotate, and export memes.
- Added custom templates and caption suggestion via GPT API.

LEADERSHIP EXPERIENCE

Team Lead – Game Development Project

- Led a team in designing and implementing a 3D game using Unreal Engine with innovative voice and gesture controls.
- Oversaw task delegation, coordinated team efforts, and ensured timely project delivery.
- Fostered collaboration by mentoring team members and resolving technical challenges

Rotaract KMIT

Director of professional development   *Sep 2024 - Jun 2025*

- Spearheaded the club's professional development initiatives, fostering skill enhancement among members.
- Organized and led key events:
  - **Ujwal**: A comprehensive career development workshop focusing on resume building, interview preparation, and personal branding.
  - **DevOps**: A technical event introducing participants to DevOps practices, tools, and real-world applications.
- Collaborated with industry professionals and alumni to provide valuable insights and networking opportunities for attendees.
- Managed event logistics, promotions, and post-event evaluations to ensure continuous improvement.

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