

RAJESWARA REDDY KAIPA

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EDUCATION

Vasireddy Venkatadri Institute of Technology

Sept. 2019 - Aug. 2023

Bachelor of Technology (Computer Science and Engineering)

SKILLS

PROGRAMMING: Python, Data Structures, Algorithms, Java, C

TECHNOLOGIES: Neural Networks, Computer Vision, Android Studio

WEB-DEVELOPMENT: HTML, CSS, JS, Flask

PROJECTS

A* PATH FINDER | Python

- Designed a pathfinder visualization tool with GUI using pygame module.
- Increased the performance to search by 35% using the A* algorithm.

SUDOKU SOLVER | Python

- Programmed a sudoku solver with GUI.
- Implemented a Backtracking algorithm to solve sudoku 25% faster.

AI TIC-TAC-TOE GAME | JavaScript

- Build a website using HTML, CSS, and JS to play the TicTacToe game.
- Used MiniMax recursive algorithm to choose the best move with an efficiency of 85%.

ACHIEVEMENTS

Google-KickStart 2020

Sept. 2020

- Globally Ranked 1331 in Google Kick Start Round F 2020 out of 14,000 participants.

Codathon IEEEESBM WIE (Hacker-Rank)

Dec. 2020

- Secured a rank of 9 in Codathon IEEEESBM WIE out of 300 people.

LEADERSHIP ROLES

Automation Club, VVIT, Secretary

Current

Nambur

- Conducted 5 workshops on automation and engaged in making team projects.
- Lead a team of 4 for a presentation on the importance of automation.

COMPETITIVE PROGRAMMING

Competitive Programming

- Codechef [rajesh1304] : 3 star, max rating- 1719
- Codeforces [rajesh_kaipa] : Pupil (green coder), max rating- 1305