

Rajeswara Reddy Kaipa

Computer Science Student

Second-year computer science student with experience in programming outside of university courses and the ability to learn new languages as need and ready to apply knowledge gained through S.T.E.P program.

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EDUCATION

BTech in Computer Science

Vasireddy Venkatadri Institute of Technology

09/2019 - 05/2023

Nambur,India

Courses

- programming through C
- Python Programming
- Java Programming
- Data Structures and Algorithms

PERSONAL PROJECTS

A* PATH FINDER - Python [🔗](#)

- Designed a path finder visualization tool with GUI.
- Increased the performance to search by 50% using A* algorithm.

SUDOKU SOLVER - Python [🔗](#)

- Programmed a sudoku solver with GUI.
- Implemented Backtracking algorithm to solve sudoku 50% faster.

AI TIC-TAC-TOE GAME - Python [🔗](#)

- Built a GUI application to play tic-tac-toe against computer.
- Modified the efficiency of the game by 60% using Minimax algorithm.

Rock Paper Scissors Classifier - Tensorflow [🔗](#)

- Developed a model that classifies the image into either rock or paper or scissors with an accuracy of 84%.
- Improved the accuracy of the model by 23%.

Snake and Ladder Game - C [🔗](#)

- Constructed a snake and ladder game using basic data structures.
- Debugged the 2 errors on rolling dice to 6.

WORK EXPERIENCE

Coding Competitions

Codeforces/Google-Kick-Start [🔗](#)

06/2020 - Present

Achievements/Tasks

- Took part in 20 online coding contests in code forces with the highest rating of 1142. [🔗](#)
- Participated in google kick-start rounds-A, C, D, E with the highest rank of 4481 in round-E. [🔗](#)
- Engaged in 4 online CodeChef contests and achieved the highest rating of 1516. [🔗](#)

Deep Learning Course Projects

Coursera [🔗](#)

04/2020 - 07/2020

Highlights

- Implemented CNN for Image classification on cat vs not cat and enhanced the performance of the model by 30%.
- Built a sentimental analyzer using sample twitter data and Naive Bayes and boosted the accuracy of the model by 12%.
- Developed a neural network using Sequence models to generate music and poetry with a test loss 6.1861.

SKILLS

Python	●	●	●	●	○
C	●	●	●	○	○
Java	●	●	○	○	○
Data Structures	●	●	●	○	○
Algorithms	●	●	●	○	○

ACHIEVEMENTS

J.E.E (05/2019 - Present)

Secured 98% percentile out of 1.2 Million people in Joint Entrance Exam

EXTRA CURRICULAR

Automation Club - VVIT (08/2020 - Present)

Member and a Team Lead in the Automation club.

UiPath academic challenge (10/2019 - 11/2019) [🔗](#)

Actively involved in the UiPath academic challenge with a team of 20 and completed UiPath Academic R.P.A Champ exam requirements.

Google-Digital Garage (05/2020 - 07/2020) [🔗](#)

Successfully completed The Fundamentals of Digital Marketing certification exam.

CERTIFICATES

Python 3 Programming Specialization - Coursera (04/2020 - Present) [🔗](#)

A specialization in python programming which goes from basic variables to the usage of third party packages.

Deep Learning Specialization - Coursera (05/2020 - Present) [🔗](#)

A specialization in deep learning from basic image classification to applying deep learning to build an autonomous driving application.

Machine Learning with Python - Coursera (06/2020 - Present) [🔗](#)

A course on machine learning algorithms from basic linear regression to Recommender system.

LANGUAGES

English
Professional Working
Proficiency

Telugu
Native or Bilingual Proficiency

INTERESTS

Competitive Programming