Sai Geetha Bonela

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Career Objective

Motivated Computer Science student with the ability to learn quickly and adapt easily. Eager to develop skills in AI, Machine Learning, and Deep Learning. Passionate about using AI to solve problems, create new ideas, and help organizations succeed while continuously improving my knowledge.

Education

Gayatri Vidya Parishad College of Engineering (Autonomous), Visakhapatnam   **August 2023 - Present**
Bachelor of Technology in Computer Science AI-ML
CGPA: 8.6

Government Polytechnic College for Women, Bheemunipatnam   **December 2019 - May 2022**
Diploma in Computer Engineering (CME)
Percentage: 75.16

Gurus' EM School, Visakhapatnam   **May 2019**
Board of Secondary Education, Andhra Pradesh, India
Percentage: 97

Internships

AI-ML Intern   *EduSkills – Remote (April 2024 – June 2024)*

- Learned about AI & ML techniques, including regression, classification, clustering, reinforcement learning, and agent-environment interactions in Artificial Intelligence.

- Developed a project to detect Detection of Retinal Pigmentosa in Pediatric age Patients by analyzing retinal images using Convolutional Neural Networks (CNN). The system processes medical images, identifies patterns associated with the disease, and predicts the likelihood of its presence, helping in early diagnosis and treatment planning.

Projects

Mobile Endless Runner Game UI/UX   *UI/UX Design Project (In Progress)*

- Currently designing a mobile game interface in Figma that blends casual gameplay with emotional bonding between characters and their pets.

- Focused on creating engaging, user-friendly screen flows for core gameplay, character selection, and power-up interactions.

- Aiming to deliver a stress-relieving, relaxing experience through thoughtful design elements tailored for all age groups.

- **Tools Used:** Figma (Wireframing, UI Flow, Visual Design).

Fake News Detection   *github.com/name/repo* ⬈

- Designed and implemented a machine learning model to classify news as real or fake, based on patterns learned from a predefined dataset.

- Developed the user interface for the web application, focusing on usability and clean layout to enhance user experience.

- Designed UI mockups and layout structure using Figma to visualize and refine the front-end design.

- ○ **Tools Used:** Python, Flask, Machine Learning, Random Forest, HTML, CSS, Figma.
- ○ **Outcome:** Achieved 99.6% accuracy and developed a web application that predicts the authenticity of news articles similar to those in the training dataset.

Detection of Retinal Pigmentosa in Pediatric age Patients *github.com/name/repo* ↗

- ○ Designed and implemented a retinal image recognition system to detect Retinal Pigmentosa in pediatric patients.
- ○ **Tools Used:** Python, Tkinter framework, SQLITE 3 for data handling, and Convolutional Neural Networks (CNN) for image analysis.
- ○ **Outcome:** The system tests retinal images against a dataset to identify the presence of Retinal Pigmentosa.

Skills

UI/UX Design: Figma, Canva

Web Development: HTML, CSS, JavaScript, React (Frontend Framework)

Programming Languages: C, C++ (Primary), Python, SQL

Cybersecurity: Nmap scanning, Malware analysis, Firewall configuration, Password cracking, Finding vulnerabilities, Used various scanning techniques for ethical hacking, Performed actions with private and public keys

Machine Learning: NumPy, Matplotlib, Pandas, Scikit-learn

Coding Platforms

LeetCode	*LeetCode Profile* ↗
HackerRank	*HackerRank Profile* ↗
CodeChef	*CodeChef Profile* ↗
GeeksforGeeks	*GeeksforGeeks Profile* ↗