



Seenu Nahak

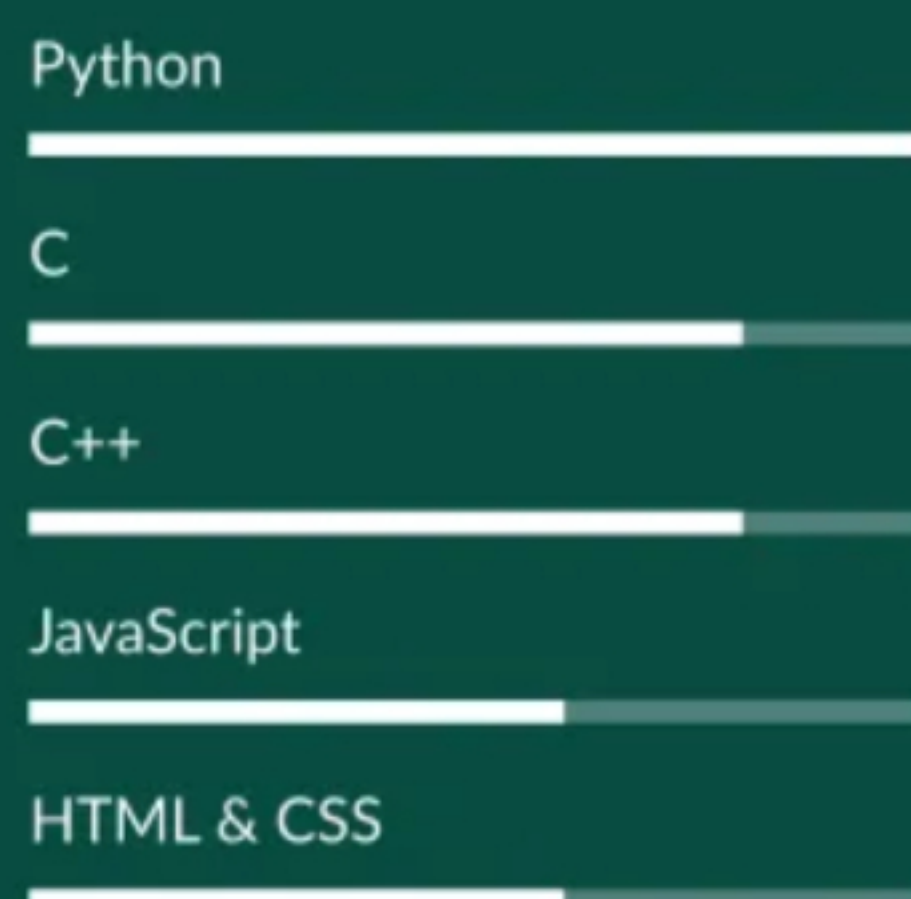
Details

Chennai
India
8529079486
seenunahak@gmail.com

Links

[LinkedIn](#)
[Github](#)

Skills



Languages



Profile

Hardworking College Student seeking employment. Currently enrolled in B.Tech in Computer Science With Specialization in Software Engineering at SRM Institute of Science and Technology. Highly passionate and self motivated Machine Learning and Data Science enthusiast. Strong organizational abilities with proven successes managing multiple academic projects. Able to effectively self-manage during independent projects, as well as collaborate as part of a productive team. Adept in making key decisions and working with other professionals to achieve goals and solve problems.

Education

10th, Army Public School, RK Puram, Secunderabad, Telangana
10 CGPA

12th, Sir Padampat Singhania School, Kota, Rajasthan
84.2 percent

B.Tech, SRM Institute Of Science & Technology , Chennai, Tamil Nadu
SEPTEMBER 2020 – JUNE 2024
9.45 CGPA (till 5 Sem)

Certifications

Introduction to Machine Learning, NPTEL

Machine Learning Specialization by Andrew Ng, Coursera

Introduction to Artificial Intelligence, Infosys Springboard

AWS Academy Graduate - AWS Academy Cloud Operations, AWS Academy

Networking Basics, CISCO Networking Academy

Projects

NGO Management System

MARCH 2022 – JUNE 2022

NGO Management System is aimed to developing an online information portal. The entire project has been developed keeping in view of the distributed client server computing technology, in mind. Through this the user can donate via their credit card or upi gateway. If user wishes they can also reach out to donate in more material way rather than the monetary donations. The website is developed using HTML, CSS and JAVASCRIPT.

Hangman Game

SEPTEMBER 2022 – NOVEMBER 2023

It is a Word Guessing game where one player gives the word and a hint and the other player guesses the letters for that word. The game must allow the player to play the game, save the progress, and have a score system for the player to see. Each correct letter is filled in its actual place. Each wrong letter is shown and it results in the reduction of the number of guesses. The player wins if they guess the word within the limited number of guesses. The player loses if they exhaust the number of guesses. The game is made using TCP/IP protocol and can be run in any computer device that has an IDE that can compile a python code.