

EMMIDI SHIVARAM

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EDUCATION

WESTERN MICHIGAN UNIVERSITY

Master's In Computer Science, GPA : 3.30

Aug 2023 - Dec 2025(Expected)

VIGNAN INSTITUTE OF TECHNOLOGY AND SCIENCE

Bachelor of Technology, Information Technology (IT), CGPA:7.72

Aug 2019 - Jul 2023

SKILLS

- **Languages:** Python, C, C++, Java
- **Frameworks:** Flutter, Dart
- **Tools:** AWS, SAP Security and GRC
- **Technologies:** Blockchain, Web Development
- **Data Analysis:** Data Structures, Algorithms, Machine Learning, Deep Learning

PUBLICATIONS AND CERTIFICATIONS

- **Published a paper on Digital solution to combat bribery and justice restoration system in ICETT2023.**
- **Published a paper on Validation of products and eliminating counterfeits using blockchain in CIISCA Conference 2022.**
- **Participated in 5-Day Gen Ai course 2024:** Kaggle and Google
- **Career Essentials in software development 2024:** Microsoft and LinkedIn
- **Software engineering Job Stimulation:** Accenture
- **Web Development2024:** Webflow University
- **Introduction to Cybersecurity:** Cisco
- **UI/UX Design:** Great Learning Academy
- **Data Science with R Programming:** Simplilearn
- **Basic Python:** HackerRank

PROJECTS

AI-Driven Real Estate Platform

- Engineered an AI-powered platform combining ML, NLP, Computer Vision, and Data Analytics for automated property valuation, market trends, tenant management, and maintenance alerts.
- Utilized TensorFlow and Keras for trend forecasting, OpenCV for virtual tours, and NLP models for automated tenant communication.
- Optimized system performance through hyperparameter tuning and data preprocessing pipelines.

Healthcare Chatbot

- Developed a disease prediction system using Python libraries (Pandas, NumPy) for feature extraction and scikit-learn's SVM for high-accuracy classification.
- Processed Kaggle datasets to reduce dimensionality and enhance prediction efficiency with feature engineering techniques.
- Integrated a chatbot interface for real-time user interaction.

Multiplayer Super Mario-Inspired Game

- Enhanced gameplay mechanics by implementing split-screen multiplayer and competitive online mode using Python's socket library.
- Designed a robust client-server architecture for real-time updates, ensuring synchronized game states with lag compensation techniques.
- Programmed player-specific attributes, collision detection, and score tracking to create a balanced gaming environment.

Responsive Website For Canada based Consultancy

- Built a responsive, dynamic web application using Flask, Bootstrap, HTML5, and CSS3 for seamless functionality across devices.
- Leveraged D3.js for interactive visualizations of university admissions and program data, updated in real time via AJAX.
- Implemented web scraping with BeautifulSoup to fetch accurate program and admission details, reducing manual updates.
- Deployed the application on AWS EC2 with Nginx for scalability and reliability.

Facial Recognition for Crime Detection

- Developed a real-time facial recognition system integrating OpenCV, Dlib, and Eigenfaces for efficient identification.
- Employed Haar cascades for robust face detection and scikit-learn for feature matching against an indexed database.
- Secured data storage using AWS S3 and Boto3, implementing encryption and access control for sensitive data.
- Optimized recognition speed by streamlining image processing and database query handling.