SUPREETH N

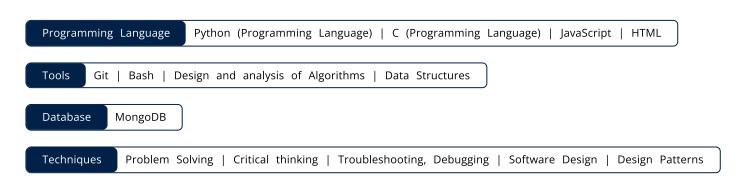
Software Engineer



SUMMARY

Skilled software developer with expertise in Python, C, JavaScript. Proficient in Git, Bash, and proficient in the design and analysis of algorithms and data structures. Experienced in using Tensorflow, scikit-learn, Flask, and MongoDB. Strong problem-solver and critical thinker, adept at debugging and software design.

SKILLS



EDUCATION

Bachelor of Engineering: Bangalore Institute of Technology CGPA: 8.8 Aug 20 Electronics & Communication

Aug 2019 - Aug 2023

Joint Secretary of Amateur Radio Club of B.I.T

INTERNSHIP

Engineering

Embedded Software Student Intern Knowx Innovations, Bangalore

Aug 2022 - Oct 2023

- Worked on various projects utilizing my knowledge of Embedded C language and Raspberry Pi.
- Led the development of a street light monitoring system, enhancing my skills in Embedded technology.
- Improved my knowledge and understanding of embedded systems through hands-on project experience.
- Contributed to the successful completion of multiple projects, demonstrating my ability to work effectively as part of a team.

PROJECTS

Sudoku Game & Solver

Jul 2022 - Aug 2022

• Developed a program that visualizes the **backtracking algorithm** in action, allowing users to see how the algorithm works and solves a **Sudoku** puzzle.

- Implemented the backtracking algorithm using Python, incorporating techniques such as **recursion and constraint satisfaction** to solve the puzzle.
- Created a *graphical user interface* using Pygame, allowing users to play the game of Sudoku and see the solution in real-time by pressing the spacebar.

github.com/SinisterSup/Solving_Sudoku-GUI

Al Learns to Play Flappy Bird

Aug 2022 - Sep 2022

- Used NeuroEvolution of Augmenting Topologies (NEAT algorithm) trained agent to play a clone of the game Flappy Bird.
- Programmed both the game Environment (Implementing the knowledge of **Object Oriented Programming**, Pygame Library) and the Al using Python.

github.com/SinisterSup/NEAT-AI-Flappy-Bird

Sign Language Gesture Recognition

Jul 2022 - Aug 2022

• Implemented Open Source **TensorFlow Object Detection** to build a **CNN** (Convolutional Neural Network) that can recognize desired input Gestures.

github.com/SinisterSup/TensorFlow-object-detection-_-MiniProj

A* PathFinder Jul 2022 - Aug 2022

- Developed a program that visualizes the **A* path** finding algorithm in action, allowing users to see how the algorithm works and finds the **optimal path** between two points on a grid.
- Implemented the A* algorithm using Python, utilizing data structures such as priority queues and hash tables to improve performance.
- Created an interactive user interface using a library such as **PyGame** and **Tkinter**, allowing users to input their own grid layouts and customize the visualization.

github.com/SinisterSup/A.star-Path-Finder-Algorithm

CERTIFICATIONS

Machine Learning Course

Jul 2022 - Present

Issuing organization - *Coding Ninjas* Credential ID: 3610352930d14800

Credential URL: certificate.codingninjas.com/verify/3610352930d14800

Integrate with Machine Learning APIs

Jun 2022 - Present

Issuing organization - Google Cloud

Credential ID: 2134458

Familiarized with Google Cloud Resources on using Machine Learning APIs and Training models for Natural Language processing and Al Image processing

Data Analytics with Python

Apr 2022 - Present

Issued by: NPTEL - IIT Roorkie

View Credential

https://drive.google.com/file/d/1r0C4s|Hzomqcf9Tf5Llk3u9xW3ah4taD/view?usp=sharing

Crash Course on Python

Jan 2022 - Present

Issued by: Google View Credential

https://www.coursera.org/account/accomplishments/certificate/HKTTKUMVSECH

OTHER ACCOMPLISHMENTS

- State Topper Indian Talent Olympiad
- ▲ VTU Men's Chess championship