SUPREETH N

Software Engineer

📞 9108872583   ✉ supreethn2001@gmail.com   📍 Bangalore, India

🔗 linkedin.com/in/supreeth-n-600991230/   ⌗ github.com/SinisterSup

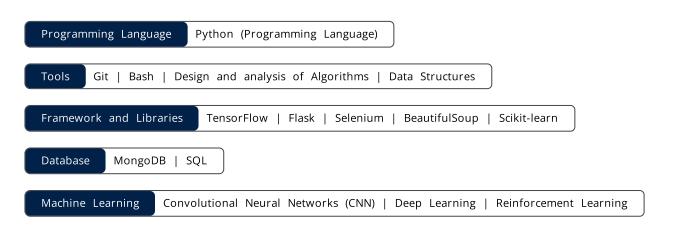## SUMMARY

Enthusiastic Python Developer eager to contribute to team success through hard work, attention to detail and excellent organizational skills. Clear understanding of **DataBase Management** and training in **Machine Learning**. Motivated to learn, grow and excel with a firm driven by Technology.

SKILLS

Programming Language	Python (Programming Language)

Tools	Git | Bash | Design and analysis of Algorithms | Data Structures

Framework and Libraries	TensorFlow | Flask | Selenium | BeautifulSoup | Scikit-learn

Database	MongoDB | SQL

Machine Learning	Convolutional Neural Networks (CNN) | Deep Learning | Reinforcement Learning

EDUCATION

Bachelor of Engineering: Bangalore Institute of Technology   CGPA: 8.8   Aug 2019 - Aug 2023
Electronics &
Communication
Engineering

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

INTERNSHIP

Software Developer   **Exposys Data Labs, Bangalore**   Aug 2022 - Present

- Revised, modularized and updated old code bases to **modern** development standards, **reducing operating costs** and **improving functionality**.
- Participated in **cross-functional projects** while working in lean development environments.
- Coordinated with project management staff on **database development timelines** and project scope.
- Led version control efforts for organization, employing **GitHub** and other public and open source repositories.
- Introduced agile methodologies and development best practices to division to **enhance product development**.

PROJECTS

Sudoku Game & Solver   Jul 2022 - Aug 2022

- Developed a User Interface to play the game of **Sudoku**.
- Implemented a solver feature that uses the ***Backtracking algorithm*** to find a solution to any solvable game.

github.com/SinisterSup/Solving_Sudoku-GUI

AI Learns to Play Flappy Bird   Aug 2022 - Sep 2022

- Using **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 AI using Python.

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

Sign Language Gesture Recognition   Jul 2022 - Aug 2022

- Implementing 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

- A* is a variant of **Dijkstra's algorithm** commonly used in games.
- fairly simple and easy-to-understand pathfinding algorithm for tile-based maps.
- using Curses module in python to implement the map and path finding visualization over the Terminal.

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 AI Image processing

Data Analytics with Python   Apr 2022 - Present

Issued by: NPTEL - **IIT Roorkie**
View Credential
https://drive.google.com/file/d/1r0C4sJHzomqcf9Tf5LIk3u9xW3ah4taD/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