



EDUCATION

	Batchers of Technology(CSE)	[2017 – 2021]	Merit : 7.8 CGPA
	Pace Institute of Technology and Sciences		
	Intermediate(MPC)	[2015 – 2017]	Merit : 95.5%
	Krishna Chaithanya Junior College		
	High School	[2012 – 2015]	Merit : 9.0 CGPA%
	ZP High School		






SKILLS

Programming	:	Python(fluent) , C, Java, C++
Markup Languages:		Html
Database	:	MySQL
Operating System	:	Windows
Core Knowledge	:	DataStructures, DBMS, OperatingSystem



CERTIFICATIONS

	Introduction to Cloud	[IBM]
	<i>A course on cognitiveclass.ai Powered by IBM Developer Skills Network</i>	
	Joy of Computing Python	[NPTEL]
	<i>61% in Programming in Python by IIT Madras and got Elite</i>	
	C programming	[NPTEL]
	<i>63% in Programming in C by IIT Kanpur and got Elite Merit</i>	



MINI-PROJECTS

</> Daily Routine-Database:

**The project intends to store our daily routine activities in our own designed database system such as diet,exercises,studies,etc.
This was implemented by using SQL ,Python and its Sqlite3 ,Tkinter modules.

</> Slots-Booking For Car-Parking:

**This project intends to perform various tasks in reservation of parking place for vehicle such as Book A Slot,Free A Slot,Check Slot Status,Check Vacancies ,etc.*



Venkateswarlu Sadam

Innovator

CollegeID: 17KQ1A0552



CAREER OBJECTIVE

Looking for challenging role in a reputable organization to utilize technical, database, and management skills for the growth of the organization as well as to enhance my knowledge about new and emerging trends in the IT sector.

PARTICIPATIONS

- **Smart India Hackathon** as a team leader with **Disease Prediction Chatbot System**
- **Cisco NetAcad-ISTE National Level CODATHON-2020**
- **Machine Learning** workshop framed by Institute of Technology and sciences.
- Power Point Presentations on **Blockchain** Technology in Quis engineering college.
- Power Point Presentation on **Brain Finger Printing** Technology in Pace engineering college.



CONTACT



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</> Tic-Tac-Toe Based on AI:

**Tic-Tac-Toe is a two player game in which they play against with each other in addition to that it is implemented to play against computer.*

**The computer plays with human by using ai strategies to win the game. The player wins the game by making three consecutive moves in the game period*

PRELIMINARY PROJECT IDEA

</> Artificial Intelligence Health Care ChatBot System:

**This research intends to apply the concepts of natural language processing and machine learning to create a chatbot application.*

**People can interact with the chat just like do with another human and through a series of queries, chatbot will identify the symptoms of the user and thereby, predicts the disease and recommends treatment.*

EXTRACURRICULAR ACTIVITIES

Microsoft Virtual Experience Program Participant-2020

Participated in the open access Microsoft Virtual Experience Program with Forage.

JP Morgan Chase & Co Virtual Internship program-2020

Participated in the open access JP Morgan Virtual Experience Program with Forage.

PERSONAL SKILLS

1. Ability to work by myself without the need for constant supervision by employees.
2. Able to work harmoniously with other members of the team.
3. Possesses great analytical and problem solving skills

I hereby declare that all statements made are true to the best of my knowledge and belief.

PLACE: KANIGIRI
DATE : -SEPTEMBER-2020

S.VENKATESWARLU
SIGNATURE