

# PEDDIREDDI VENKATKRISHNA

Vijayawada, Andhra Pradesh

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<https://github.com/Venkatkrishna2007>

## Education

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**Siddhartha Academy Of Higher Education**, Vijayawada, AP

*B.Tech in Computer Science and Engineering*

2024 – 2028

CGPA: 8.10 / 10.0

## Coursework

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- Data Structures and Algorithms
- Statistics and Probability
- Web Technologies
- Software Engineering
- Data Base Management System
- Computer Networks

## Technical Skills

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**Programming Languages:** Java, C, Python

**Core Concepts:** Data Structures, Algorithms, Object Oriented Programming, Software Development, Debugging, Problem Solving

**Database:** MySQL

**Web Technologies:** HTML, CSS, JavaScript, PHP

**Tools:** Git, GitHub

**Additional Knowledge:** Natural Language Processing, Computer Networks

## Projects

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### Student Attendance Management System

HTML, CSS, JavaScript, PHP

- Developed a web based Student Attendance Management System using JavaScript, PHP, and MySQL, applying data structures and object oriented programming principles for maintainable backend development
- Built Admin and Teacher modules to manage users, courses, subjects, and attendance using CRUD operations with MySQL database integration
- Designed a responsive and user friendly interface using HTML and CSS, enabling more than one hundred students to view attendance records and reports accurately
- Analyzed functional requirements and resolved implementation issues through systematic debugging and structured problem solving
- GitHub: [Venkatkrishna2007/Student-Attendance-Management-System](https://github.com/Venkatkrishna2007/Student-Attendance-Management-System)

### AR and VR Powered Disaster Preparedness Response Education System

AR and VR, Unity, React, Artificial Intelligence

- Developed an immersive AR and VR based disaster preparedness education platform for schools and colleges as part of Smart India Hackathon 2025

- Designed realistic disaster simulations including earthquakes, floods, fires, and cyclones using Unity 3D, Three.js, and WebXR
- Implemented gamified learning mechanisms such as badges, scores, and leaderboards to improve student engagement and disaster awareness
- Integrated artificial intelligence driven adaptive learning to evaluate user performance and provide personalized safety and evacuation feedback
- Built a scalable web based architecture using React, Node.js, and Express with secure authentication mechanisms such as JSON Web Tokens and Bcrypt
- Ensured accessibility and cost efficiency by supporting mobile based AR simulations alongside VR headsets
- Designed support for region specific disaster scenarios with seamless integration into institutional e learning platforms
- Collaborated with team members to plan features, align technical components, and integrate AR, VR, AI, and web modules effectively
- Adapted implementation strategies under hackathon time constraints by prioritizing essential features and refining system design
- GitHub: Venkatkrishna2007/AR-VR-Powered-Disaster-Preparedness

## Certifications

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- **Linux Essentials** – Cisco Networking Academy
- **Python Essentials 1** – Cisco Networking Academy
- **Python Essentials 2** – Cisco Networking Academy
- **C Essentials 1** – Cisco Networking Academy
- **Digital Awareness** – Cisco Networking Academy
- **AI Certifications - Gen AI, AI Foundation Principles** – Infosys Springboard

## Interests

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Playing Cricket, AI Innovation Enthusiast, Active Hackathon Participant, Open Source Contributor.