

# VIVEK K

✉ vivekkaloori123@gmail.com ☎ +91-7416306129 📍 Yellandu, Bhadradri Kothagudem, Telangana, India  
🌐 linkedin.com/in/vivek-kaloori-base1 🐙 github.com/VivekBannu

## EDUCATION

### Bachelor of Technology in Computer Science and Engineering

SASTRA Deemed University

Current CGPA : 9.11 / 10

2021 – 2025

Thanjavur

### Board of Intermediate Education, MPC

Sri Chaitanya Junior College

Percentage : 99%

2019 – 2021

Hyderabad

### Board of Secondary Education

Montessori High School

CGPA : 9.8 / 10

2019

Yellandu

## SKILLS

### Languages :

Python, C++, Java, SQL, C, HTML/CSS, JavaScript

### Concepts :

Data Structures (DSA), Database Management (DBMS)

### Soft Skills :

Team Player, Communication Skills, Problem Solving, Interpersonal Skills, Analytical Skills, Public Speaking

## WORK EXPERIENCE

### Roche Products Pvt. Ltd

AR / VR Intern

01/2024 – present

Chennai

- Remote Internship as a part of Student Program
- Helped to create a VR representation of the working of liver cancer medicine

## COURSES

Web Development Bootcamp from Udemy

## PROJECTS

About Me Webpage (Portfolio) : <https://github.com/VivekBannu/html-porifolio-advance.git>

- Developed and designed a portfolio webpage using HTML and CSS as part of hands-on practice, demonstrating proficiency in front-end web development

Bootstrap Website (MoveIt) : [vivekbannu.github.io/MoveIt.github.io/](https://vivekbannu.github.io/MoveIt.github.io/)

- Designed and developed a responsive webpage using Bootstrap to enhance my practical understanding of the framework, showcasing my ability to implement modern web design techniques efficiently.

Flappy Bird 2D (Basic C#) : <https://github.com/VivekBannu/FlappyBird.github.io.git>

- Developed a 2D Flappy Bird game to familiarize myself with Unity's 2D functionality.

3D Endless Run : <https://github.com/VivekBannu/DuneDash.github.io.git>

- Developed a 3D endless running game to gain experience with Unity's 3D functionality, showcasing my ability to create immersive and engaging gameplay environments using the Unity engine.

### False News Detection using Machine Learning Techniques :

- Extracted the features from the dataset which is already pre-processed.
- The features which are extracted are fed into four different classifiers. The classifiers used are Logistic Regression, Random Forest Classifier, Support Vector Machine, and Passive-Aggressive Classifier.
- After fitting the model, we compare the accuracies. Model performance is determined with the help of a confusion matrix.

## LANGUAGES

English

Telugu

Hindi