Gaddam Vivek Chandra Reddy

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EDUCATION

- **CBIT (Chaitanya Bharathi intuition of technology)**   Telangana, India
  Bachelor of Technology - Computer Science and Engineering;   *Sep 2023 - 2027*

  Courses: Operating Systems, Data Systems, Software Engineering, Statistical Methods in AI , Deep Learning, Multi Agent Systems, Design and analysis of software systems

SKILLS SUMMARY

Languages: C, Python, SQL, HTML, CSS, JavaScript
Frameworks: Scikit-learn, PyTorch, Django, Flask, Beautiful Soup
Libraries: Pandas, Numpy
Tools: GIT, MongoDB, MySQL, Postman, Jupyter Notebook, Kubernetes

Experience

- **Code Speedy Company(python developer)**

  Currency Converter GUI:
  Developed a graphical user interface (GUI) for a currency converter application.
  Utilized Tkinter for the GUI, pandas for data manipulation, SQLite for database management, and the request library for fetching real-time exchange rates.

  TMDB Movie Listing and Details with Star Rating GUI Application:
  Created a GUI application to list movies and display their details, including star ratings.
  Implemented using Tkinter for the GUI and integrated with the TMDB API to fetch movie data. Used pandas for data handling and SQLite for storing movie information locally.

- **Skill Craft Technology(Data Science)**

  Data Science (Django, SQLite, scikit,   pandas, NumPy,   MongoDB,matplotlib,seaborn) June 2024 - July 2024

  Task 01: Created bar charts and histograms to visualize the distribution of ages and genders in a population using the Sample Dataset. Utilized Python libraries such as matplotlib and pandas for data visualization.
  Task 02: Performed data cleaning and exploratory data analysis (EDA) on the Titanic dataset from Kaggle. Identified patterns and trends inthe data, exploring relationships between various variables. Used tools like pandas, numpy, and seaborn.
  Task 03: Built a decision tree classifier to predict customer purchase behavior based on demographic and behavioral data using the Bank Marketing dataset from the UCI Machine Learning Repository. Implemented the model using scikit-learn and evaluated its performance withvarious metrics.
  Task 04: Analyzed traffic accident data to identify patterns related to road conditions, weather, and time of day. Visualized accident hotspots and contributing factors using the Accident Dataset. Utilized pandas, matplotlib, seaborn, and folium for geographic visualization.

PROJECTS

- **College Canteen Website**
  - Developed a web application for a college canteen using Django, HTML, CSS, JavaScript, and MySQL.
  - Implemented features such as menu display, order placement, and user authentication.
  - Ensured a responsive design for seamless use across different devices.

- **Machine Learning Projects**
  Over 12 projects, including:
  - **Diabetes Prediction**
    - Built a machine learning model using scikit-learn to predict the likelihood of diabetes in patients.
    - Conducted data preprocessing, feature engineering, and model evaluation.
  - **Heart Attack Prediction**
    - Developed a predictive model to identify the risk of heart attacks based on patient data.
    - Utilized scikit-learn for model building and performance metrics.
  - **Spam Prediction**
    - Created a spam email classifier using natural language processing techniques.
    - Implemented various algorithms and evaluated their accuracy and precision.

- **Library Management System - CBIT College Site**

    Responsibilities:

    - o Developed and maintained backend functionalities using Django.
    - o Implemented database models and ensured data integrity.
    - o Created RESTful APIs for managing library operations.
    - o Collaborated with front-end developers to integrate backend services.
    - o Participated in code reviews and debugging sessions to improve code quality.

    Technologies Used: Django, Python,SQL, REST API

- **OpenCV - Face Recognition Project using Django.**
    - o Developed a face recognition system using OpenCV and Django.
    - o And applied strong database with mysql and django
    - o Implemented facial detection and recognition algorithms.
    - o Created a user-friendly interface for capturing and identifying faces.
- **Python OOP Projects**
    - o **Terminal Games**:
        - ▪ Developed several terminal-based games such as Hangman, Blackjack, and card games using Python's Object-Oriented Programming.
        - ▪ Special focus on a Snake game, implementing game logic, and enhancing user experience.
- **Data Structures and Algorithms (DSA)**
    - o Created a custom DSA Striver Sheet website aimed at beginners.
    - o Designed and implemented various data structures and algorithms.
    - o Developed educational content to help users understand and practice DSA concepts.

ACHEIVMENTS

- **TS EAMCET**: secured 2500 rank in Eamcet   - 2022
- **JEE MAINS**: secured all india rank out 26000 of approx 1 million students appeared. -2022
- **LeetCode-**Did more than 300 DSA problems with 200 days streak

Certification and badges

- **Leetcode –** Got 6 -months wise badges, 100days-steak ,50-days-steak
- **Hackerrank-** python,sql,c-5 star badge
- **Geeks for geeks-**100days badge
- **Udemy(Certification of completion if course)-** 100 Days of Code: The Complete Python Pro Bootcamp
- **Udemy(Certification of completion if course)-** Python and Django Full Stack Web Developer Bootcamp
- **Udemy(Certification of completion if course)-** Python Data Structures & Algorithms + LEETCODE Exercise