

Adam Idris

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EDUCATION AND TRAINING

SRM University AP

BSc. in Computer Science

Guntur, Andhra Pradesh, India

Expected Graduation, May 2025

- **Concentrations:** Programming, Web development, Machine learning , Game development and Algorithms
- **Current CGPA:** 7.8/10.0
- **Related Coursework:** Data Structures & Algorithms, Object-Oriented Programming, Computer Organization & Architecture, Digital Literacy, Mathematical Modelling of Physical Data, Android App development, Database Management Systems, Web technologies, Machine Learning, Soft computing and AI

EXPERIENCE

Edunet Foundation

Research Intern

India

June 2024 – July 2024

- Analyzed car sales data and uncovered insights regarding vehicle depreciation, market trends, and factors affecting the resale value of cars.
- provide valuable information for potential car buyers, sellers, and dealers.

Prodigy InfoTech

Software Development Intern

India

June 2024

- Built a robust and reliable library management system using python and tkinter library for UI
- Scraped e-commerce websites and got valuable insights
- Developed a sudoku solver that uses backtracking algorithms using java, java swing and awt for user interface

Next Tech lab

Associate Software Developer

India

October 2024 - Present

- Built a secure file-sharing web application that allows you to upload, encrypt and download files using QR codes or six-digit codes.
- Built a full stack application that recommends cocktail recipes to chefs and guide users to prepare the cocktails
- Designed and developed a real-time chat app using MERN stack and implement responsive UI, user authentication and real-time updates using socket.io

PROJECTS

Business Invoice Generator (Desktop Application)

Personal Project

Andhra Pradesh, India

June 2024 – March 2024

- Developed a desktop application using Python to automate the generation of professional business invoices.
- Designed an intuitive user interface with the Tkinter library for inputting client details, services/products, and pricing.
- Automated invoice formatting and generation using PDF export

Tide Share

Team Lead

Andhra Pradesh, India

June 2024 – March 2024

Tech Stack Node.js, Express, React, Multer, Crypto, QR Code, Node Cache, MIME, FS, CORS

- Developed a secure file-sharing web service that allows users to upload, encrypt, and download files using unique QR codes or six-digit codes.
- Implemented AES-256 encryption for file security and automatic decryption during download.
- Integrated QR code generation for seamless file retrieval via a secure download link.
- Utilized Node Cache to store file metadata and enforce single-use download links.

Studvize

Team Lead

Tech Stack: Node.js, Express, React, MongoDB, JWT, bcrypt, Mongoose, CORS

Andhra Pradesh, India

Nov 2024 – Dec 2024

- Developed a RESTful API for user authentication and task management using Node.js and Express.
- Implemented AES-256 encryption for file security and automatic decryption during download.
- Designed and optimized MongoDB schema using Mongoose, including embedded documents for task storage.
- Implemented CRUD operations for tasks, allowing users to add, retrieve, update, and delete tasks.
- Secured passwords using bcrypt hashing and applied best practices for API security.
- Successfully handled error management and improved API efficiency through proper indexing.

AI-Powered Chatbot API

Personal Project

Tech Stack: Node.js, Express, Axios, React, Cohere AI, dotenv, CORS, body-parser

Andhra Pradesh, India

Nov 2024 – Dec 2024

- Developed a RESTful API that integrates with Cohere's AI model to generate text responses based on user input.
- Implemented secure API calls using axios to send prompts and retrieve AI-generated responses.
- Used dotenv to manage environment variables and secure API credentials.
- Deployed API with dynamic port configuration, making it adaptable for different environments.

Machine Learning Bitcoin Price Prediction

Team Lead

Tools & Technologies: Python, Scikit-Learn, XGBoost, Random Forest, Linear Regression, Pandas, NumPy, Matplotlib, Seaborn

Andhra Pradesh, India

Oct 2024 – Nov 2024

- Developed a predictive model to forecast Bitcoin closing prices using machine learning algorithms.
- Implemented feature engineering, time series analysis, and hyperparameter tuning to improve accuracy.
- Achieved R^2 score of 99% and MAPE of 98% on validation data.
- Applied K-Fold Cross-Validation to enhance model generalization.
- Conducted feature importance analysis to identify key predictors influencing Bitcoin prices.

Tetris Game Clone

Personal Project

- Developed a fully functional Tetris game using C++ and Raylib graphics library.
- Implemented core game mechanics such as block rotation, collision detection, line clearing, and level progression.
- Built a minimalistic and responsive UI for score tracking and game-over conditions.
- Applied object-oriented programming principles to maintain clean and scalable code structure.

Andhra Pradesh, India

March 2024 – March 2024

Library Management system (Desktop Application)

Team Member

- Built a robust desktop application using Java Swing for managing library operations, including book issuance, returns, and user registration.
- Designed and implemented a MySQL database to store and retrieve book inventories, student records, and transaction logs.
- Enabled dynamic search, real-time data validation, and intuitive user interface for librarians and staff.
- Applied MVC principles to separate logic, data, and UI components for maintainability and scalability.

Andhra Pradesh, India

March 2024 – March 2024

Nigerian States Learning Game

Personal Project

Andhra Pradesh, India

February 2024 – February 2024

- Developed an educational desktop game using Python to help students learn and visualize the 36 states of Nigeria on an interactive map.
- Designed a user-friendly interface with the Tkinter library to allow students to guess or select states and receive instant feedback.
- Integrated map visualization and state-location logic to enhance geographical understanding.
- Encouraged active learning through interactive gameplay, score tracking, and visual cues.

SKILLS

Programming: C++, C, Java, Python, JavaScript, LaTeX, Html, SQL

Tools: Android Studio, Microsoft Office Suite, Raylib, Overleaf LaTeX, Photoshop, Eclipse, Git, Bootstrap, Node js, Express js, PostgreSQL, React js, tailwind css, python FLASK, Postman

REFERENCES

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