HEMANTH S BANUR
MACHINE LEARNING, LINUX OS AND DEVOPS PRINCIPLES ENTHUSIAST

CONTACT

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EDUCATION

🎓 **PES UNIVERSITY**
2022 - Present
- B.Tech in CSE
- Ring road campus, BSK III
- CGPA - 7.69

🎓 **SSSLS PU COLLEGE**
2020 - 2022
- Karnataka State Board
- Percentage - 95.5%

EXPERIENCE

- Appex Club - Technical Head
- Aura Club - Technical member
- Kannadakoota - Marketing member

EXTRA CURRICULAR

- Volleyball, Badminton, Swimming
- Reading Novels
- Volunteering Club Events
- Participating Hackathons

SOFT SKILLS

- Effective Communication
- Problem Solving
- Time Management
- Leadership

LANGUAGES

- English
- Kannada

PROFILE

Fueled by an insatiable passion for coding and an unwavering commitment to addressing real-world challenges. My dedication to coding transcends academic boundaries, as I actively seek to apply my skills to effect meaningful change. From pioneering **machine learning** to crafting dynamic **web applications** and **immersive gaming experiences** and into **Linux OS**, and currently trying to expand my knowledge in **DevOps principles**, I am driven by the belief that technology has the power to shape a better future

PROJECTS

Cropify
- A web application built using **React**, **Flask** which helps farmers to know suitable crops, fertilizer, yield and disease based on the input from them uses **Machine Learning Models** in backend where farmer can scan **real time image** and upload real time data (future : integrate with embedded system)

End-to-End machine learning projects
1.wine quality 2.Kidney disease classification
- **From data ingestion to deployment**
- That is where one can use this as a template and change the google drive link for the dataset and change the config files for attributes, and a model file to change for desired model

Core-Machine learning
- Built my own Regression model for a particular dataset with all the statistical analysis

MLOps project
1. Customer Satisfaction 2.Wafer Replacement
- used pipeline, **ZenML**
- **data version control** usage

MERN stack movie ticket booking web application
- Built with a user friendly interface, where it is **dynamic**
- one can book movie tickets in this website

Zombie v/s Player 3D game
- A unity developed 3D game where one can choose a player
- A player has **Armour** and can fire against zombies

TECHNICAL SKILLS

Programming Languages - C, C++, Python, C#
Technologies - Machine learning and deep learning, Unity Engine Game Development,Web development
Web Development - HTML, CSS, JavaScript, React, Next, Node, Flask, Firebase, Mongo DB
Development Tools - Docker, Azure, Git, Linux (Kali linux), Postman
Frameworks and Tools - Flutter, Tensorflow, Numpy, Pandas
Game development – Unity
CS Fundementals – Data Structures & Algorithms, Object Oriented Concepts, Operating Systems
Others - basic bash scripting, Flutter app development