CHINTA MIDHILESH VENKATA SAI REDDY

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EDUCATION

SRM Institute of Science and Technology	**September 2021 − June 2025**
Bachelor of Technology in Computer Science	*CGPA 8.08*

The Future Kid's School	**June 2009 − June 2021**
ICSE Board	*Class X - 81.2, Class XII - 81.6*

SKILLS AND LANGUAGES

Languages: Java, C, C++, HTML/CSS, JavaScript, SQL.
Developer Tools: VS Code, Jupyter Lab, Google Colab.
Technologies/Frameworks: React, Angular, MERN Stack.
Spoken Languages: English, Hindi, Telugu.

EXPERIENCE

CodeClause	**September 2023 − October 2023**
Java Developer Intern	*Remote*

- I utilized my role as a Java Developer Intern to deepen my understanding of Java applets and their applications. This experience allowed me to explore and implement various methodologies, further enhancing my technical proficiency and problem-solving skills in Java development.

Think-Digital, SRM	**September 2021 − June 2025**
Application Developer	*Hybrid*

- Worked on web applications and responsive websites using tools like Angular and ReactJS.

PROJECTS

Early Autism Detection	*Python, Machine Learning, SHA - 256*	**January 2025 - April 2025**

- Developed an InceptionV3-based autism detection model using facial images, integrating SHA-256 blockchain for secure, tamper-proof data logging.

Gamesome	*NodeJS, JavaScript, HTML, CSS, MongoDB, MERN Stack*	**February 2025**

- Gamesome is a MERN stack project designed to empower players by allowing them to claim games that are available for free for a limited time. This ensures users can add these games to their library permanently. The website features a dynamic front-end built with React, while MongoDB serves as the database for storing game-related information displayed on the homepage. The back-end is powered by Node.js and Express.js, with Render managing hosting and deployment seamlessly.

CashCount	*JavaScript, HTML, CSS*	**February 2025**

- CashCount is a solution to track your credit card rewards and cash backs on the payments made. The website allows users to track monthly cashback and rewards for credit cards on purchases.

SquadTracker	*JavaScript, HTML, CSS*	**Creator and Running zince July 2024**

- **SquadTracker is a community project available at https://midhilesh2003.github.io/squad/ and open to use by anyone.** Squad Tracker is a website that can be used by players of Squad Busters to track their progress of chests along with a lot more functionalities. The website is publicly accessible and can be used by anyone. The website also provides few in-game assets that can be downloaded from the website.

Object Detection from Aerial Images	Python, Machine Learning	**July 2024 − December 2024**

- Object Detection in aerial images can be achieved using Convolution Neural Networks (CNNs), which uses machine learning algorithms to identify and classify objects captured from elevated viewpoints.

ACHIEVEMENTS

- **Squad Tracker** has been officially released for public use. Players can use various useful features across the website.
- One among the Top 20 Teams that reached the finals in **Live The Code 2.0** hackathon that is conducted by **CodeChef.**
- Merch Winner of **Hacktoberfest** in year **2021** and **2022**.

PUBLICATIONS

∗ **Classification of Aerial Images and Applications: A Deep Learning Perspective**