

SAI CHAITANYA KAGITA



Github



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Summary

Enthusiastic, passionate, and detail-oriented Computer Science Undergraduate with a deep passion for Full Stack Development, Artificial Intelligence and Machine Learning (AIML). Possesses a solid understanding of software development principles, including object-oriented programming, Agile methodologies, and test-driven development, and demonstrates a strong commitment to delivering high-quality solutions. Eager to contribute to dynamic projects and accelerate professional growth in the ever-evolving tech landscape.

Work Experience

Undergraduate Research Opportunities Project (UROP)

August 2023 - December 2023

SRM University, AP

- Developed a robust Student Attendance System utilizing Face Recognition technology.
- Contributed to the design and implementation of an automated solution to enhance attendance tracking accuracy.
- Utilized Python for system development and implemented face recognition using openCV library.

Frontend Development Intern

Jun 2023 - July 2023

IBM Skills Build Edunet Foundation

- Designed a movie website using HTML, CSS and JavaScript to enhance the overall user experience.
- Led the front-end development efforts to create a visually appealing user interface.
- Conducted thorough testing and debugging to resolve issues related to responsiveness and browser compatibility.

Projects

Ride Pooling using MERN Stack | HTML | CSS | React JS | Node JS | Express JS | MongoDB

April 2024

- Developed and implemented real-time Ride Pooling website using the MERN stack with enhanced user experience.
- Designed a scalable and responsive front-end interface using React.js, ensuring seamless user interactions across devices.
- Engineered scalable backend services utilizing Node.js and Express.js to handle critical functionalities including user authentication, ride requests, and ride creation etc.

Student Attendance System | Python | Face Recognition

December 2023

- Developed a robust Student Attendance System utilizing Face Recognition technology.
- Utilized Python for system development .
- It recognizes the faces of student and mark the attendance in an Excel sheet.

Ping-Pong Game | Python | Computer Vision

December 2023

- Designed using Python and Computer Vision to create an interactive and dynamic gaming experience.
- Designed and implemented a scoring system, ensuring accurate point tracking and display.
- Achieved real-time interaction by continuously processing video frames to update the game state based on the detected ball and paddle positions.

Skills

Programming Languages: Python, C, C++ , Java (Beginner)

Full-Stack Development: HTML, CSS, Bootstrap, JavaScript, React JS, Node JS, Express JS, APIs, MySQL, MongoDB

Developer Tools: Visual Studio Code, Github, Pycharm, Jupiter Notebook

Others: Problem Solving, Time Management, Communication Skills, Data Structures and Algorithms (DSA), Object Oriented Programming (OOPS), Computer Vision, WordPress(basic)

Education

SRM University, Guntur, Andhra Pradesh.

Dec 2021 - Present

B.Tech in Computer Science and Engineering

(CGPA: 8.5)

SASI Educational Institute, Velivenu, Andhra Pradesh.

2019 - 2021

Intermediate

(Percentage: 97.8)

Sri Chaitanya Em High School, Chintalapudi, Andhra Pradesh.

2019

Class X

(Percentage: 93)