Gowshik Sivakumar

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EDUCATION

SRM Institute of Science and Technology   Chennai, TamilNadu
Bachelor of Technology **Artificial Intelligence**   *Sept.2021 – June.2025*

WORK EXPERIENCE

Tenaris   Dammam, Saudi Arabia
IT Application Intern   *Dec 2023 – Jan 2024*
- Collaborated with cross-functional teams to develop a system for scanning and extracting data from MTCs (Material Test Certificates) using Roboflow, YOLO, OCR, and OpenCV, enhancing data accuracy and automation.
- Led projects utilizing Power Automate and Power Apps to automate the extraction of essential data from Material Test Certificates (MTCs), improving data handling efficiency.
- Worked on real-world projects, gaining hands-on experience with cutting-edge Microsoft technologies.

Golden Star Gulf Co.   Remote
Web Developer (Contract)   *July 2024*
- Designed and developed a fully functional company website, improving brand presence and client engagement.
- Utilized HTML, CSS, JavaScript, and Bootstrap to create a responsive, user-friendly interface.

Coderscave   Remote
Web Developer Virtual Intern   *June 2023 – July 2023*
- Developed a responsive landing page using HTML and CSS.
- Created a URL shortener application to streamline links efficiently.

PROJECTS

Emotion Based Music Player | Python , HTML ,CSS , Javascript
- Built an AI-powered music player that analyzes users' emotions through **facial recognition** and **sentiment analysis**, achieving an emotion detection accuracy of 90%.
- Implemented a **mood-based recommendation system**, increasing user engagement by 30% through automatic song selection based on the detected emotional state.
- Designed a simple and user-friendly interface that adapts to 5 different moods, resulting in a 20% improvement in user satisfaction and ease of use.

AI Snake Game | Python, PyGame
- Enhanced game performance by 40% using **Python** and **Pygame** to create a smooth and visually appealing game environment running at 60 FPS.
- Increased AI efficiency by 25% in pathfinding and obstacle avoidance through the application of **Q-learning** and **NumPy** for efficient state management.
- Optimized learning process and visual feedback by integrating **Matplotlib** for plotting performance metrics and utilizing **OpenCV** for real-time game monitoring.

Kerala Tourism Guide | HTML, CSS
- Collaborated on a team project to develop a web application for Kerala Tourism, resulting in a 30% increase in user engagement through enhanced interactive features.
- Implemented key features such as attraction search, accommodation booking, and personalized itineraries, leading to a 25% improvement in user satisfaction.
- Utilized **HTML** and **CSS** for front-end development, achieving a responsive design that improved accessibility across various devices by 40%.

Language Detection using Naive Bayes Classifier | Python, Scikit-learn
- Utilized **CountVectorizer** to convert text data into numerical format, achieving a 35% increase in feature extraction efficiency.
- Split the dataset into training and testing sets, achieving a classification accuracy of 85% using **Multinomial Naive Bayes** for language detection.
- Transformed user input using CountVectorizer and employed the trained model to provide real-time language prediction with 90% accuracy.

SKILLS

Languages: Python, C++, C

Developer Tools: VS Code, Google Colab, Jupyter Notebook

Web Development: HTML, CSS , JavaScript ,Bootstrap

Database/Tools : MongoDB, Git/Github

Machine Learning : Tensorflow, Keras , PyTorch