

Gujjala Gnaneswara Rao

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OBJECTIVE

Motivated and self-driven software engineering student with a strong foundation in programming, object-oriented principles, and database management. Proficient in problem-solving and secure coding practices, eager to develop scalable and secure applications while contributing to innovative solutions in a collaborative environment.

EDUCATION

B.TECH - CSE(AIML)
Centurion University
2021 - 2025 | Vizianagaram
CGPA : 7.6 [Sem-6]

INTERMEDIATE - MPC
Narayana College
2019 - 2021 | Palasa
Percentage : 98

SSC
Z P High School
2019 | Nivagam
CGPA : 10

SKILLS

PROGRAMMING

Languages:

- Python • C • Java

Tools and Technologies:

- Data Structures • OOP
- Familiarity with databases
- Knowledge of OWASP

Soft Skills:

- Team Collaboration
- Communication
- Problem Solving
- Adaptability
- Proactive engagement

LINKS

- Google Cloud:// Gnaneswar
- Github:// Gujjala

HOBBIES

- Cricket
- Cooking
- Movies
- Travelling

INTERNSHIP

YHILLS | Intern
Aug 2023 – Sep 2023 | Online

- Completed a 2-month internship focused on AI and software testing at YHills, where I demonstrated accountability and adaptability in AI and data-intensive tasks. Engaged in collaborative code reviews, strengthened my critical thinking, and ensured quality assurance in model testing.
- Developed an ML model for classifying job postings, showcasing the ability to analyze and refine data-driven solutions for real-world applications.

PROJECTS

AI BASED TOOL FOR PRELIMINARY DIAGNOSIS OF DERMATOLOGICAL MANIFESTATIONS | Python, CNN, ML

- Developed an AI-based diagnostic tool using Python and CNN, optimized for scalability and performance in large data processing. Focused on modular architecture for reliability and high-impact application in healthcare.

MEDICAL HEALTH CARE CHAT BOT USING NLP | NLP, Chatbot

- Created a medical healthcare chatbot using NLP, demonstrating strong attention to detail and accuracy. Applied modular design to support collaboration and reliability within a team-oriented development.

NUMBER PUZZLE GAME USING JAVA | Java, OOP

- Developed a Java-based puzzle game, showcasing algorithmic problem-solving and object-oriented design. Emphasized modular architecture and fault tolerance in game state management.

CERTIFICATIONS

Artificial Intelligence	by YHills
Java Course for Placements	by Codetantra
Python Essentials 2	by Cisco Networking Academy
Introduction to AI and Machine Learning	by Google Cloud

EXTRA-CURRICULAR ACTIVITIES

- Participated in the Smart India Hackathon (SIH), contributing innovative solutions to real-world problems.
- Captained a cricket team to a tournament victory, showcasing leadership, strategic thinking, and effective team collaboration