Tejasri Harshita Batta

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STUDENT INTRODUCTION

A B.Tech Computer Science Engineering student at PES University with strong foundations in **C, C++, Python, and Java**, along with growing expertise in **AI/ML, IoT, Robotics, Cloud Computing, and Full-Stack Development**. I have built and deployed projects involving **distributed systems, computer vision, NLP, and embedded systems**, as well as **web and mobile applications** using the **MERN stack, Android, and FlutterFlow**. Passionate about solving real-world problems through technology, I am seeking opportunities to apply my skills in **AI/ML and cloud-based domains**.

ACADEMIC PROJECTS

AI Interview Assistance - Python, HTML, CSS

Developed an AI-powered mock interview platform with real-time response analysis and personalized question generation. Utilized NLP, RAG, and LoRA, achieving 93% retrieval and 91.8% voice input accuracy.
My contribution: Focused on NLP preprocessing, RAG integration, and response evaluation.

Android Games (Hobby) -Kotlin, C

Developed and published multiple hobby Android games on the Google Play Store using Kotlin and C. Focused on gameplay mechanics, UI design, and performance optimization.

Android App for Internship Assignment -FlutterFlow, Firebase

Built an e-commerce shopping app using FlutterFlow and Firebase as part of an internship qualification task. Focused on UI design, product listing, and real-time database integration.

Raft3D: Distributed 3D Printer Management System -Python

Implemented a distributed 3D printer management system using Raft consensus in Python with Firebase for persistence. Ensured fault tolerance, leader election, and data consistency across nodes with REST APIs for managing printers, filaments, and print jobs.
My contribution: Focused on implementing fault tolerance, log file handling, and ensuring data consistency.

Gesture-Controlled Robotic Arm Simulation for Assistive Cooking -Python

Simulated a gesture-controlled robotic arm for assistive cooking tasks like stirring, flipping, and pouring using MediaPipe for hand tracking and PyBullet for physics simulation. Enabled intuitive human-robot interaction via real-time webcam gesture recognition and inverse kinematics.
My contribution: Implemented hand gesture recognition and inverse kinematics for robotic motion control with the model creation.

Social Responsibility Fintech App -MERN, SQL, Python

Built a gamified fintech app in one day for Hack4Soc 2.0 to promote financial literacy among youth, especially from low-income backgrounds. Developed using MERN, SQL, and Python with interactive, educational features.
My contribution: Developed the quiz feature and gamification elements, along with the web page design.

EDUCATION

PES University, Bachelor of Technology, Computer Science Engineering — 09/2022 - Present

- GPA: 7.49/10.00

Sri Chaitanya Techno School — 2022

- Grade: 87

National Public School — 2020

- Grade: 80.6

Technologies

Programming Languages: C, Python, Java, SQL, C++
Programming stack: MERN Stack
Scripting: Unix Shell scripting
Front End: HTML, CSS, JavaScript
Source Code Management: Github
Mobile development: Android (Java), Flutter Flow, Unity