KEDHAR VISHNU BUDDEPU

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OBJECTIVE

To secure a challenging role as a Software Developer where I can apply my expertise in Python and web development to contribute to innovative projects. I aim to grow my skills in a dynamic environment, develop robust solutions, and make a significant impact through continuous learning and collaboration.

EDUCATION

Lendi Institute of Engineering and Technology 2022 – 2026
Bachelor of Technology (B.Tech) in Computer Science and Information Technology CGPA: 8.55/10.00

CERTIFICATIONS

- **ChatGPT Prompt Engineering** – edX February 2025
- **Python (Basic)** – HackerRank April 2025

SKILLS

- **Programming Languages:** Python, Java, C, JavaScript
- **Web Technologies:** HTML, CSS, FastAPI, Flask, Django (Basic)
- **Databases:** MySQL
- **Libraries & Frameworks:** BeautifulSoup, Playwright, Streamlit
- **Tools & Platforms:** Git, GitHub, Visual Studio Code (VS Code), GitHub Desktop

PROFESSIONAL EXPERIENCE

Backend Developer Intern – BrainMage.ai January 2025 – May 2025

- Contributed as an intern at an AI-focused startup specializing in AI training and AI-driven chatbots.
- Developed Python automation scripts to efficiently collect required information from various websites and social media platforms.
- Utilized web scraping libraries such as BeautifulSoup and Playwright to automate data extraction, significantly streamlining data-gathering processes for AI model training.

PROJECTS

RagBot – AI Document Q&A Chatbot
Technologies: Python, FastAPI, HTML, CSS, JavaScript, Gemini API, Meta LLaMA API
github.com/kedharvishnu20/RagBot
- Developed a Retrieval-Augmented Generation (RAG) chatbot for intelligent document question-and-answer.
- Integrated Gemini and Meta LLaMA APIs to enable multi-model answer generation, enhancing response diversity and accuracy.
- Designed and implemented the backend using Python with FastAPI, ensuring robust API functionality.

Gesture-Controlled Volume and Brightness Adjustment
Technologies: Python, OpenCV, MediaPipe, PyAutoGUI, Streamlit
github.com/kedharvishnu20/gesture control
- Developed a real-time Virtual Mouse using computer vision for hand gesture tracking.
- Utilized MediaPipe and OpenCV to accurately detect and track hand landmarks for gesture recognition.
- Mapped various hand gestures to system cursor actions and volume/brightness adjustments using PyAutoGUI.
- Built an interactive user interface using Streamlit for real-time demonstration and enhanced user experience.

ACHIVEMENTS

- **HackerRank:** Solved 200+ problems
- **CodeChef:** Solved 300+ problems