

Pinisetty Hanumath Satya Kiran

Vijayawada, India

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Objective

Motivated Computer Science undergraduate seeking an entry-level Software Engineer role. Strong foundation in Java, JavaScript, web development (HTML, CSS), and problem-solving, with hands-on experience in building software applications, web interfaces, and AI projects.

Education

B.Tech in Computer Science and Engineering	2022 – 2026
Andhra Loyola Institute of Engineering and Technology, Vijayawada	CGPA: 7.33
Intermediate (State Board)	2022
Ignite Junior College, Hyderabad	Percentage: 82%
Class X (CBSE)	2020
Vasavi Ideal Public School	Percentage: 79%

Technical Skills

- **Programming Languages:** C, Java, JavaScript
- **Web Technologies:** HTML, CSS, Responsive Web Design
- **Databases:** MySQL
- **Developer Tools:** GitHub, Wireshark, VS Code
- **Core Concepts:** Object-Oriented Programming (OOP), Data Structures, Operating Systems

Internship Experience

Software Intern	Dec 2025 – Present
Svestran IT Solutions, Vijayawada	
<ul style="list-style-type: none">• Working on SvesFit, a gym management software project.• Involved in frontend development, building and enhancing user interfaces using web technologies.• Assisted in developing responsive and user-friendly web pages.• Collaborated with the development team to understand requirements and implement UI changes.• Supported testing and debugging of frontend features to improve usability.	
Summer Intern – Artificial Intelligence	May 2025 – July 2025
Amiers Society, Vijayawada	
<ul style="list-style-type: none">• Built and fine-tuned chatbot models using Hugging Face Transformers.• Developed an object detection system using YOLO and OpenCV.• Explored AI tools for text generation, image classification, and automation.	
Summer Intern – Cybersecurity	May 2024 – July 2024
Amiers Society, Vijayawada	
<ul style="list-style-type: none">• Practiced hands-on software and web application testing using industry tools.• Solved practical programming and system challenges simulating real-world scenarios.	

Projects

Telegram Chatbot	Demo
Java, Telegram Bot API	
<ul style="list-style-type: none">• Developed a Java-based Telegram chatbot supporting menu-driven commands and natural language query handling.• Integrated multiple AI engines (OpenAI, Gemini, Hugging Face) with automatic fallback for high availability.• Implemented per-user AI engine selection, greeting detection, and interactive command navigation.• Designed fault-tolerant logic with conversation reset functionality and no database dependency.	
Basic Tic Tac Toe Game	Live Link
HTML, CSS, JavaScript	
<ul style="list-style-type: none">• Built a browser-based Tic Tac Toe game with an interactive user interface.• Implemented game logic to manage player turns, detect wins, handle draws, and reset gameplay.	

Umpire Gesture Detection System

Demo

Python, YOLOv5, PyTorch, NumPy

- Developed a computer vision system to detect and classify cricket umpire gestures in real time.
- Processed video streams using deep learning models to accurately identify gestures.

Achievements & Certifications

- Awarded **Best Student** at Cybersecurity Level 1 Hackathon conducted by Supraja Technologies.
- Completed **Introduction to Artificial Intelligence** course on Infosys Springboard.
- Completed **Introduction to Natural Language Processing (NLP)** course on Infosys Springboard.

Languages

English (Professional), Telugu (Native)