

# 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>B.Tech in Computer Science and Engineering</b>	2022 – 2026
Andhra Loyola Institute of Engineering and Technology, Vijayawada	CGPA: 7.33
<b>Intermediate (State Board)</b>	2022
Ignite Junior College, Hyderabad	Percentage: 82%
<b>Class X (CBSE)</b>	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

<b>Software Intern</b>	Dec 2025 – Present
Svestran IT Solutions, Vijayawada	
• Working on <b>SvesFit</b> , 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.	
<b>Summer Intern – Artificial Intelligence</b>	May 2025 – July 2025
Amiers Society, Vijayawada	
• 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.	
<b>Summer Intern – Cybersecurity</b>	May 2024 – July 2024
Amiers Society, Vijayawada	
• Practiced hands-on software and web application testing using industry tools.	
• Solved practical programming and system challenges simulating real-world scenarios.	

## Projects

<b>Telegram Chatbot</b>	Demo
Java, Telegram Bot API	
• 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.	
<b>Basic Tic Tac Toe Game</b>	Live Link
HTML, CSS, JavaScript	
• 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**

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- 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**

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English (Professional), Telugu (Native)