KOUSHIK REDDY KANDULA

Leetcode: koushikreddy42 Codechef: epsilon885

LinkedIn: Koushik Reddy Kandula

EDUCATION

National Institute of Technology, Silchar

Bachelor of Technology - Computer Science and Engineering; CGPA: 8.61

December 2021 - May 2025

Email: koushikreddy877@gmail.com

FIITJEE Junior College, Visakhapatnam

Percentage: 94.1

Andhra Pradesh, India

Assam, India

Mobile: +91-9391123255

July 2018 - June 2020

Sri Chaitanya Techno School, Visakhapatnam

SSC: CGPA: 10

Andhra Pradesh, India July 2017 - May 2018

SKILL SET

• Languages: C, C++, Python, SQL • Web Development: HTML, CSS

• Machine Learning and Data Science: NumPy, Pandas, Matplotlib, Scikit-Learn

Techincal Skills: Data Structure and Algorithms, Object Oriented Programming (OOP), Data Base Management Systems, Operating Systems

Version Control: Github, VS Code

• Soft Skills: Public Speaking, Time Management, LeaderShip, Event Management

PROJECTS

Regular Messaging Application

- o MESSAGE APPLICATION: This is a regular messaging application like WhatsApp, Messenger, etc., where communication between the sender and receiver is perfect without any faults
- o Data Structures Used: Linked list, Queue, Stack
- o Technologies Used: C

Twitter Homepage Clone

- o Made a clone based on Twitter
- o Consists of whole front end design of Twitter Home Page
- o Technologies Used: HTML, CSS o IDE Used: Visual Studio Code

ACHIEVEMENTS

- Solved 500+ problems across various coding platforms that include Leetcode, GeeksforGeeks, Codeforces, Codechef, CodingNinjas
- 1660+ Rating in LeetCode
- 1598+ Rating in CodeChef

CERTIFICATIONS

- Responsive Web Design Certification: link here
- Generative AI with LLM's Certification: link here

Position of Responsibility

Executive Member At Machine Learning Club, NIT Silchar

Conducted Machine Learning Hackathon (Neurathon-2023), Conducted ML based weekly classes

Techincal Organiser, Tecnoesis

Conducted Data Strata

Extra Curricular Activities

- Selected for Inter School Science Olympiad
- Regional Badminton Player