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WWW:

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**Portfolio:** <https://lohith-creator.github.io/portfolio/>

## Skills

Python Development

Machine Learning (Scikit-learn, TensorFlow)

Pandas, NumPy

REST APIs, requests

Natural Language Processing (NLP, NLTK)

Flask, FastAPI, Streamlit

SQL, MySQL, Microsoft SQL Server

Docker, AWS, VirtualBox, VMware

HTML, CSS, JavaScript

Git, GitHub, JIRA

Cybersecurity (SEED Labs, Cisco Packet Tracer)

Strong Communication & Collaboration Skills

## Education And Training

05/2025

**Master Of Science:**

Computer Science 3.94/4.0

**Lewis University**

Romeoville, IL

05/2023

**Bachelor Of Technology:**

Computer Science 3.34/4.0

**Institute Of Aeronautical Engineering**

Hyderabad, India

## Certifications

- Getting Started with Git and GitHub
- Udemy Python for Beginners
- TCS iON Career Edge Young Professional

# Lohith Kukkadapu

## Summary

Recent Master's graduate with hands-on experience in developing machine learning applications using Python, FastAPI and cloud services. Passionate about applying LLMs, NLP and computer vision to real world problems. Skilled in building and deploying scalable AI solutions using modern frameworks like PyTorch, TensorFlow, Docker . Actively building projects that integrate APIs, real time data and creative automation. Eager to join a mission-driven team at the intersection of AI and industry innovation.

## Technical Experience

### Resume Keyword Scanner

Personal Project

- Developed an NLP powered web app using Python, Flask, Streamlit and NLTK
- Built PDF parsing system and auto keyword extraction logic
- Scored and displayed match percentage using visual UI
- Demonstrated project during mock interviews and academic review
- Stack: Python, Flask, Streamlit, NLTK, PyMuPDF

### Fake News Detection System

Academic Project

- Built fake news classifier using TF IDF and logistic regression
- Cleaned and processed real world datasets with Pandas and Scikit learn
- Achieved 93% accuracy in validation testing

### Network Configuration Labs – Cisco Packet Tracer

Course Based Labs

- Configured routers, switches, VLANs, NAT, OSPF and access control lists using Cisco Packet Tracer
- Designed and simulated multi site enterprise networks with security policies and VPN tunnels
- Troubleshoot routing errors, port security violations and ACL mismatches
- Documented lab setups and configurations using technical diagrams and CLI output

## Projects

### **Attendance System Using Video Based Face Recognition**

- Developed a real time attendance system using Python and OpenCV
- Implemented LBPH, Haar Cascade and PCA algorithms for face recognition
- Achieved 79% accuracy, reducing manual tracking and preventing proxy attendance
- Stored attendance data with timestamps automatically in Excel sheets

### **How Antivirus Software Is Written**

- Built a malware detection system for applications using Naïve Bayes classification
- Performed static analysis on app permissions and code features to detect malicious behavior
- Improved detection of unknown malware compared to traditional signature based methods
- Applied feature extraction, data preprocessing and probabilistic modeling for classification

### **Privacy Preserving Data Storage System With Keyword Based Retrieval** Capstone Project

- Developed a cloud based file storage system using Java, JSP, JDBC and MySQL to support encrypted file uploads with de-duplication
- Implemented SHA-256 hashing and RSA encryption to securely store files while preventing redundancy
- Enabled keyword based encrypted search using Public Key Encryption with Keyword Search (PEKS) and proxy re-encryption techniques
- Designed system architecture for privacy preserving data retrieval in a semi-trusted cloud environment
- Demonstrated full stack application flow through live system demo with secure upload, search and retrieval modules

## **ACTIVITIES AND VOLUNTEER EXPERIENCE**

- **Co Head of Events**, Institute of Aeronautical Engineering  
Led the planning and execution of campus events by coordinating logistics, arranging activities and managing staff schedules
- **Game Hub Participant**  
Collaborated with peers to design and develop games using Unity, demonstrating hands on skills in game development tools and interactive media technologies