

Mohit Ramesh

✉ mohitramesh13sep@gmail.com ☎ 8660704968 📄 in/mohit-ramesh-12ba48291

SUMMARY

Software Developer with a solid foundation in **web development**, **UI/UX design**, and **AI/ML**. Proficient in **HTML**, **CSS**, **JavaScript**, **Python**, and **Figma**, with a focus on creating user-centered, intuitive applications. Experienced in working with **AI/ML technologies** such as **deep learning**, **neural networks**, and **machine learning algorithms**, with a passion for applying these techniques to solve real-world problems. A tech enthusiast with strong **communication skills**, committed to expanding my abilities and reaching my maximum potential in the ever-evolving field of technology. Passionate about solving complex problems and eager to contribute to innovative software development projects.

EXPERIENCE

UI/UX Designer

Freelancer

January 2025 - February 2025, Bengaluru

- **Designed** the website's user interface using Figma, creating wireframes, mockups, and interactive prototypes.
- **Collaborated** with the development team to ensure seamless implementation of design across multiple platforms.
- **Refined** the user experience by providing continuous feedback and adjusting design elements to enhance usability and engagement.
- **Optimized** the website's visual appeal by focusing on user-centered design principles, resulting in an intuitive and accessible interface.

EDUCATION

Bachelor of Technology

T John Institute Of Technology • Bengaluru,Karnataka • 2026 • 7.5

CERTIFICATIONS

Responsible and Safe AI Systems

NPTEL-Swayam • 2024

- **Certified in Responsible & Safe AI Systems**
- Gained knowledge of ethical, social, and safety considerations in AI development and deployment.
- Studied fairness, transparency, interpretability, and safety in language and vision models like ChatGPT, Gemini, and DALL-E.
- Learned to assess potential harms of AI and explored current research on building responsible AI systems

Introduction to Software Engineering

Udemy • 2024

- **Certified in Introduction to Software Engineering**
- Learned core principles of software engineering and systematic software development processes.
- Gained skills in requirements documentation, software design, and maintainable code practices.
- Explored software testing types (unit, integration, functional) and deployment strategies.

PROJECT

Baby Cry Translator

Edunet Foundation

- Developed "**Baby Cry Translator**", an AI/ML solution that converts baby cry audio into spectrograms for accurate analysis.
- Leveraged CNNs, XGBoost, and Random Forest algorithms to classify cry patterns, achieving 91% accuracy in predicting baby states (e.g., hunger, tiredness, belly pain).
- Selected for **Regional Showcase** for AI/ML projects, recognizing the innovative application of AI in healthcare.

Cube Dash

- Developed a simple 3D game using **Unity** and **C#** where a cube moves straight and the player must avoid obstacles on the ground.
- Implemented basic game mechanics, including collision detection, score generation, and movement.
- Gained hands-on experience with Unity's interface and C# scripting, learning the fundamentals of game development.

SKILLS

Core Skills: Machine Learning, Neural Network , Convolutional Neural Network, Designing, CSS, Html , JavaScript , Streamlit , NLP , UI / UX, Figma, C, Python