

# NIKHILESH GARIPALLY

AI-ML Student

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## SUMMARY

A motivated AI-ML student with a strong foundation in Python, Java, and Data Structures. Eager to contribute to innovative projects and gain practical industry experience in machine learning and data automation. Background includes leadership roles in internships and practical experience in AI development, which I aim to leverage in my future endeavors.

## EXPERIENCE

### Technical Lead Intern

VISWAM.AI

- 06/2025 - 09/2025      Company specializing in AI solutions
- Developed and fine-tuned chatbots using Retrieval-Augmented Generation (RAG) techniques
  - Led a technical team of 5 on a collaborative AI initiative

### Intern

Google AI Developer Virtual Internship

- 08/2024 - 11/2024
- Internship program offering experience in AI and machine learning
- Gained practical skills in AI and machine learning, with hands-on projects and mentorship

## EDUCATION

### B.Tech in AI-ML

Anurag University

08/2024 - 05/2027

CGPA  
9.19 / 10

## CERTIFICATION

### Programming, Data Structures and Algorithms using Python - NPTEL

Certification covering Programming, Data Structures, and Algorithms using Python

### Database and SQL (Beginner) - Infosys

Beginner-level course on Database and SQL

### MongoDB Basics

Introduction to MongoDB

## ★ KEY ACHIEVEMENTS

**Technical Leadership at VISWAM.AI**  
Successfully led a team on a collaborative AI project, enhancing leadership skills and technical expertise.

## SKILLS

Visual Studio Code, Data Structures, Git, GitHub, Java, Jupyter, MongoDB, Matplotlib, Numpy, Pandas, PLSQL, Python, Selenium, SQL, Kaggle, Fine-Tuning

## PROJECTS

### Semester Exam Marks Scraper

An automated tool for scraping and analyzing exam scores.

- Created an automated script to scrape exam scores for 200+ students
- Performed data analysis using Pandas and Matplotlib

### PDF Summarizer

Summarized extensive PDF documents to extract key information and insights.

- Engineered a tool to extract and generate concise summaries from PDF documents
- Utilized Hugging Face models for processing

### Tetris Game

A game developed using C that demonstrates data structures in action.

- Programmed a classic Tetris game
- Implemented core data structures for game state management

## INTERESTS

### Event Management

Volunteer for major events such as CSR, SUMMIT and TEDx