Nandigana Purna Chandra

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Profile Summary

- Currently pursuing a Master's degree in Data Science at RPTU, Germany, with a strong foundation in programming, data analysis, and machine learning.
- Passionate about solving real-world problems through data-driven insights and advanced computational techniques.
- Eager to apply academic knowledge to practical challenges and contribute meaningfully in both academic and professional environments.

Core Competencies

- Proficient in Python, Machine Learning, C, HTML, CSS, JavaScript, Node.js, React.js, and Java.
- Skilled in image processing techniques and applying machine learning and AI to domains such as molecular biology and life sciences.
- Strong analytical and problem-solving abilities, especially in data-driven and algorithm-intensive environments.

Education

Rheinland-Pfälzische Technische Universität (RPTU) 2024 – Present
Master's in Data Science, Kaiserslautern, Germany

Anil Neerukonda Institute of Technology 2020 – 2024
B.Tech in Information Technology, Vishakapatnam

Sri Chaitanya Junior College 2018 – 2020
Intermediate, Vijayawada

Dr. KKR Gowtham's School 2018
SSC, Rajamahendravaram

Publications

ENHANCED E-LEARNING PLATFORM: Bridging Academic Excellence With Real World Skills April 2024
Patnala Satish Kumar, Dr. A. Anupama, Namala Venkata Sai Laxmi Srija, **Nandigana Purna Chandra**
The International Journal of Engineering Research (TIJER)
ISSN 2349-9249 | Volume 11, Issue 4
www.tijer.org

Projects

Data-Driven Gaming Puzzle

- Undertaken to explore user engagement through interactive digital experiences.
- Designed and developed a gaming puzzle using Python for backend processing, with HTML, CSS, and JavaScript for the frontend, and PHP for server-side logic.
- Focused on improving real-time user experience through performance-based difficulty adjustments.

Personal Portfolio Website with Analytics

- Created to build a personal brand and showcase academic and technical projects.

- Developed using HTML, CSS, and JavaScript, with a Python-based dashboard to track visitor metrics like page views and session duration.
- Visualized collected data using tools such as Matplotlib and Seaborn to guide iterative improvements.

Enhanced E-Learning Platform with Data Analytics

- Developed to enhance the accessibility and structure of digital learning materials.
- Built an online platform using React, Node JS, Express JS, and MongoDB with features for notes, assignments, and assessments.
- Used data analysis to identify common user behaviors and improve the content and usability of the platform.

Movie Recommendation System using Content-Based Filtering

- Developed a movie recommendation system that suggests similar movies based on genre.
- Implemented content-based filtering using TF-IDF for vectorization and cosine similarity to compute movie similarities.
- The system takes a movie name as input and outputs a list of similar movies based on their genre.
- View the project on Colab.

Technologies

Programming Languages: Python, Java, C, HTML, CSS, JavaScript

Technical Focus Areas: Machine Learning, Deep Learning, Image Processing

Hands-on Experience: Computer Vision – including face detection, object detection, and image classification

Languages

- English — B2 (Upper Intermediate)
- German — A1 (Beginner)

Hobbies

- Exploring technology through personal coding projects using Python, LaTeX, and basic web development tools