Venkata Siva Sai Kumar Palisetti

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Objective

A passionate programmer and computer science graduate with strong foundation in programming languages, problem solving and technical tools. Reliable with deadlines, organizes and always motivated the team by creating a positive environment.

Experience

Evaluation of Social Messaging platforms **Jun 2022 – Sep 2022**
Bachelor Thesis *Karlskrona, Sweden*

- The main objective of this study is to measure the user experience while using interactive interfaces.User Experience is evaluated between the WhatsApp and Telegram messaging applications using Usability heuristics.Best messaging application is selected based on the results of the survey.

Data science using python Online Intern **Apr 2021 – Jun 2021**
Andhra Pradesh State Skill Development Corporation *Anantapur, India*

- Experienced as Data analytic. Worked with different types of datasets and analysed the outcomes by using Python and Machine Learning algorithms.

Education

Blekinge Tekniska Högskola **Aug 2021 – sep 2022**
Bachelors in Computer Science *Karlskrona, Sweden*

Jawaharlal Nehru Technological University **Jul 2018 – May 2021**
Bachelors in Computer Science *Anantapur, India*

Core Competencies

Malicious Web Content Detection using NLP techniques | *Machine Learning* **Aug 2021**

- Builded Machine learning model can predict whether the user entered URL is safe or not.
- Collected the URL's dataset and performed the data pre-processing then applied the machine learning algorithm.
- Used technologies are python, anaconda, Django, JavaScript, VS code and Random Forest Classifier algorithm.

Here's the drink Android application | *Android application development* **Feb 2022**

- It's a team project. I played the keyrole in this development process.
- Built an android application for finding the product in store.
- Used technologies are Java, XML, Android studio, Firebase and motion sensors.

Bank churn prediction using CNN | *Deep learning* **Mar 2022**

- Builded meachine learning model can predict the churning customers.
- Collected the bank customers activity dataset and performed the data pre-processing then applied the convolutional neural network techniques.
- Used technologies are python, anaconda, kggle dataset and convolutional neural network.

Client-Server application | *Python* **Jun 2022**

- Developed a file-management server to manage multiple client requests at a time, where every client have their directory to work.
- Client and Server programs are implemented in Python programming language.The server is to support a set command which a client can operate after connecting to the Server
- Unit testing is performed on the both Client and Server programs for handling errors. Pylint score is also calculated for both programs.

Continuous Integration | *Java, CicleCI* **Feb 2022**

- It's a group project where we all deploy our codes through Github and performed the continous integration test.
- This project is based on calculator functions which is written in Java .
- Used technologies are Java, eclipse, Github, CircleCI, Continuous Integration and bitbucket.

Ship of Fools | *Python* **Jan 2021**

- Ship of Fools is a simple classic dice game. It is played with five standard 6-faced dice by two or more players.
- Implemented in Python programming and the functionality of the game are shared between 5 classes. The developed game can be can be played between 2 or more players.

Monitoring VM performance counters | *AWS* **Dec 2021**

- Communication is established between 2 virtual machines and later on network traffic is monitored.
- Two Ubuntu EC2(virtual machine/VM) are created with default and own VPC(Virtual private cloud) respectively.
- Workload is monitored against 2 virtual machines ,where as load is generated by sysbench and stress-ng. CPU utilization, byte transfer and network are monitored.

Edge detection using python | *Python* **Aug 2021**

- The main aim of the project is detecting the edge of the object in image.
- By using masking of bits it convert the input image in to grayscale code.
- After converting into grayscale, applying the masking bits and getting the bit value configuration and produced the edges from the object.

Technical Skills

Languages: Python, C++, Java, C, HTML, CSS, JavaScript, SQL.

Developer Tools: VS Code, Google Cloud Platform, Amazon Web Services, TurboC++, Eclipse.

Technologies/Frameworks: Linux, GitHub, Git, Django, Object Oriented Programming, Overleaf, Circle CI, Zotero, Jenkins, Bitbucket, Operating systems, Computer networks, Docker.

Personal Skills

- Communication
- Learn new things
- Adaptive
- Teamplayer
- Quick learner

Languages

- English
- Telugu
- Hindi

Certifications

Data Science Orientation **Jul 2022**

I completed Data Science Orientation course in Coursera.

Google Cloud Big Data and Machine Learning Fundamentals **Oct 2022**

I completed Google Cloud Big Data and Machine Learning Fundamentals course in Coursera.

Linux Fundamentals **Oct 2022**

I completed Linux fundamentals course in Coursera.

Hobbies

- Volleyball
- Web scrapping
- Cricket
- Chess

Activities

- Solving ccoding problems in online platforms
- University Volleyball player