RESUME

Name **: PRAGALLAPATI VISHAL**

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Mobile No **:** 7396063438

# CAREER OBJECTIVE:

To work in a firm with a professional work driven environment where I can utilize and apply my knowledge and skills which would enable me as a fresh graduate to grow while fulfilling organizational goals.

# EDUCATION QUALIFICATION:

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| **Qualification** | **Board/University** | **Year Of**  **Passing** | **Percentage/CGPA** |
| B.TECH  (CSE) | Sri Indu College of Engineering and Technology, Ibrahimpatnam, Hyderabad. | 2023 | 7 (CGPA) |
| Class XII | Sri Chaitanya Junior college, Vijayawada  (State Board of Intermediate) | 2019 | 9.67  (CGPA) |
| Class X | Sri Chaitanya School, Guntur | 2017 | 9.8  (CGPA) |

**SKILL SET:**

* Java
* HTML
* mySQL
* Python
* Object Oriented Programming concepts using Java and Python
* Communication Skills

# PROJECTS:

**PROJECT-I ON “PRODUCTION PLANNING AND CONTROL SYSTEM”**

* An online application for individual customers to specify their hardware and software requirements called as an electronic bundle. The application consists of modules – **USER, EMPLOYEE, MANAGER, ADMIN** modules. The application recommends most famous devices with compatible software for the users to choose. The delivery of the electronic bundle is tracked via email and registered mobile number of the customer. After the delivery is made, the customer can provide feedback on the quality of the electronic bundle and the delivery service.
* Involved in design, coding and deployment.
* Technologies – JAVA8, HTML, CSS, Javascript, mySQL.

**PROJECT-II ON “PONG GAME – USING HAND GESTURE”**

* It is an online based game for players to have an interactive and unique gaming experience.
* This project uses players hand gesture movements for paddle control rather than traditional keyboard control. There are three modules **PONG, BRICK, BALL.**
* This is a machine learning based hand gesture recognisation technology where a machine learning model is trained to recognize hand gesture from system camera. The model can be trained on a dataset of hand gestures and their corresponding movements in Pong Game.
* This game supports one player and two player mode .
* The score will be incremented for every successful hit by player and game will be ended if the player misses the ball and the score will be displayed.
* Involved in coding, deployment.
* Technologies – Python 3.7, numpy, ANN.

# HOBBIES:

* Music
* Manga Reading

# PERSONAL DETAILS

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| * **Father’s Name** | **:-** | Srinivasa Rao P |
| * **Date of Birth** | **:-** | 21/03/2002 |
| * **Language Known** | **:-** | English, Telugu |
| * **Marital Status** | **:-** | Single |
| * **Gender** | **:-** | Male |
| * **Permanent Address** | **:-** | Flat No.503, Raja Surendras Avenue, Agamaiah Nagar, Chintalkunta, LB Nagar, Hyderabad - 500074 |

**DECLARATION**

I do hereby declare that the above information is true and correct to the best of my knowledge and I bear responsibility for correctness of particulars.

## P VISHAL