Gorile Shailaja

Data Analyst
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Linkedin | **GitHub** | **HackerRank**

Education

Malla Reddy Institute of Engineering & Technology Hyderabad, Telangana, IND
Computer Science & Engineering specialized in Data Science Bachelor of Technology Nov 2022 - Nov 2026
CGPA: 8.6

Kendriya Vidyalaya Sangathan Hyderabad, Telangana, IND
MPC with Computer Science Intermediate Mar 2020 - April 2022
Percentage: 72%

Skills

Programming Languages:	C, Python, MySQL
Libraries/Frameworks:	Tensor flow, Tkinter, Django, Pandas
Tools / Platforms:	VS Code, Python IDLE
Databases:	sql

Projects / Open-Source

Adventurous-World-Master | Link *Python*

An Adventurous World game GUI using Python would typically involve creating a visual interface to interact with the game world. This could be achieved using libraries like Tkinter, Pygame . The GUI would display game elements such as character information, inventory, maps, and dialogue boxes. Player interactions, like movement, item usage, and combat, would be controlled through buttons, menus, or other visual components. Additionally, the GUI can enhance immersion by providing dynamic visuals and animations, bringing the gameworldtolife.

F1 Racer Game using Python | Link *Python*

A Python-based F1 racer game GUI typically employs a game engine like Pygame to render graphics and handle user input. Key elements include a dynamic track environment with detailed textures, 3D car models with realistic physics, and a heads-up display (HUD) showcasing essential race information like speed, lap time, and position. Interactive menus for game settings, car customization, and race selection are essential, often designed with intuitive layouts and visually appealing aesthetics. Real-time reflections, shadows, and particle effects enhance the immersive experience, while optimized performance ensures smooth gameplay even during intense racingsequences.

Snake and Ladder Game using Python | Link *Python*

A Python snake and ladder game typically involves creating a game board, defining snake and ladder positions, simulating dice rolls, and updating player positions based on dice rolls and board elements. Players take turns rolling the dice, moving their positions accordingly, and the first player to reach the final square wins. Additional features like multiple players, graphical interfaces, and game rules variations can be incorporated to enhancethegame.

Quantifying COVID-19 Content in the Online Health Opinion War using Machine learning | Link *Python , Machine Learning , CNN*

The Project aims to filter the misinformation regarding COVID-19 Vaccination. A huge amount of potentially dangerous COVID-19 misinformation is appearing online. Here we use machine learning to quantify COVID-19 content among online opponents of establishment health guidance, in particular vaccinations (``anti-vax''). We _nd that the anti-vax community is developing a less focused debate around COVID-19 than its counterpart, the pro-vaccination (``pro-vax'') community.

Certifications

- Python Essentials 1 - **CISCO**

- Python Essentials 2 - **CISCO**
- Introduction to Data Science - **CISCO**
- Data Analytics Essentials - **CISCO**
- Introduction to Deep Learning - **Infosys Springboard**
- SQL Basics - **HackerRank**
- SQL Intermediate - **HackerRank**
- SQL Advanced - **HackerRank**
- Data Analytics and Visualization Job Simulation - **Forage**
- Data Science Job Simulation - **Forage**

Honors & Awards

- Cambridge B2 Course in Malla Reddy Institute of Engineering & Technology
- IEEE Conference in Malla Reddy Institute of engineering & Technology
- Participated in TECHARENA Hackathon as a BUG WIZARDS team in Malla Reddy Institute of Engineering & Technology
- Participated in a Cyber Shield workshop in Malla Reddy Institute Of Engineering & Technology