Shreyas Boddani

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Education

- **Georgia Institute of Technology**   Atlanta, GA
  Distance Computer Science Dual Enrollment   *Fall 2025*
  Courses: CS 1301

- **North Forsyth High School**   Cumming, GA
  (GPA: 4.32)   *Aug. 2024 - May. 2027*
  AP Courses: CSA, World History, Environmental Science, US History, Chemistry, English Language, Statistics, Precalculus
  Activities: DECA, FBLA (VP of Community Service), STUCO, Educo (VP of Community Service), Squash (ACS)

- **The McCallie School**   Chattanooga, TN
  (GPA 4.3)   *Aug. 2023 - May. 2024*
  AP Courses: AP CSP

Leadership/Experience

- **Educo Tutoring — VP of Community Service**   *May 2025 – Present*
  - Coordinating tutoring program at NFMS, managing scheduling and mentor matching for middle school students.
  - Delivered 20+ hours of chemistry tutoring, improving student understanding and performance.

- **FBLA North Forsyth High School — VP of Community Service**   *May 2025 – Present*
  - Organized chapter events and led service projects including School Supply Drive, Recruitment Drive, and T-Shirt Design.

Projects

MENTICS — AI College Planning Platform   *Jun 2025 – Present*
- Engineered a full-stack Flask web app with an SQLite database to create personalized test prep and college planning roadmaps.
- Integrated the Google Gemini API for adaptive, AI-driven guidance and built a chatbot for real-time mentorship.
- Designed responsive frontend with HTML, Tailwind CSS, JavaScript, and ApexCharts for progress tracking.
- Implemented secure authentication with standard registration and Google OAuth 2.0.

SafeRoute — Hack Forsyth Hackathon Project   *Sep 2025*
- Built a WWII-themed civilian safety simulation in 5.5 hours using Python, Tkinter, OpenStreetMap, and OSRM routing.
- Designed interactive UI to simulate danger zones and evacuation routes, emphasizing rapid prototyping and API integration.
- Presented the project's technical architecture and demonstrated a functional prototype to a panel of hackathon judges.

Trend Death Simulation Using Conway's Game of Life   *Aug 2025*
- Modeled social media trend lifecycles by adapting Conway's Game of Life in Python with Tkinter and Matplotlib for interaction.

Content-Based ML Recommendation Engine (Anime)   *Jul 2025*
- Built a content-based recommendation engine using TF-IDF, Jaccard Similarity, and an Autoencoder neural network model. Implemented custom heuristics to filter sequels and spin-offs, improving the diversity and novelty of recommendations.

Machine Learning for Student Stress Prediction   *Jul 2025*
- Engineered an ML pipeline achieving ~90% accuracy in predicting student stress using SVM, Random Forest, and MLP models..
- Used feature importance analysis to identify key stress factors, highlighting the model's potential in student wellness apps.

Skills

- Languages: Python, Java, JavaScript
- Web / Full-Stack: HTML, CSS, Tailwind CSS, Flask, SQLite, GitHub
- Data & AI: Machine Learning, Deep Learning, TensorFlow/Keras, Scikit-learn, Pandas, NumPy, Matplotlib, Seaborn
- Developer Tools & Platforms: APIs, REST, OAuth 2.0, ApexCharts, Tkinter, Threading, Version Control

Certifications and Awards

- **IT Specialist – Software Development, Certiport / Pearson VUE (Apr 2025) – Certified in programming logic and software**
- **1st Place, Geometry Division, 2024 TMTA Regional Contest** – Recognized for advanced problem-solving in mathematics
- **GA FBLA Region Leadership Competition – 3rd and 6th Place** – Placed in competitive business presentation and procedures.
- **Allison Memorial Geometry Award Recipient** – Awarded for excellence and achievement in geometry.
- **Dr. T.E.P. Woods Award for Academic Excellence** – Honored for high academic performance across subjects.
- **Michaels-Dickson Scholar – $28,000 Merit Scholarship** – Selected for strong academics, leadership, and character.