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## OBJECTIVE

To seek a challenging position in an engineering environment where I could add my knowledge and skills for the better productivity of the organization.

## EDUCATION

Year	Degree / Examination	Institute / University	Percentage
2020 – 24 (Pursuing)	Bachelor of Technology Computer Science & Engineering	Vardhaman College of Engineering, JNTU, Hyderabad	8.57 (till 4 <sup>th</sup> Semester)
2018 – 20	Board of Intermediate	Sri chaitantya college,Hyderabad	96.3%
2017 – 18	Secondary School Certificate	Sri Chaitanya Techno School, Hyderabad	97%

## PROJECT ACTIVITIES

Project Title	Description	Duration	Role
Hand Written Recognition	I used the language Python and it will recognise the numbers and characters that we written on the canvas frame and in this project i didn't used any deep learning methods and i used only sklearn package and tkinter and Image packages from the python.	march-april 2022	Developer
Bitcoin Prediction	bitcoin prediction using ML with linear regression and logistic regression and the prediction was about 57% using linear regression and 58% with logistic regression	sep 2022	Developer
Cricket Match Winning Prediction	cricket match winning prediction using machine learning with linear regression and used the data from open cricket sore(internet).	oct 2022	Developer
Student Improvement Dashboard	Developed a Student Success Dashboard using Django framework, which analyzes academic performance of students and provides insights into their strengths and weaknesses. The platform suggests personalized to-do lists for improvement in weak subjects, facilitates pairing between strong and weak students, and displays results in a comprehensive dashboard. The project aims to enhance student performance and help them achieve academic success.	Jan-feb 2023	Developer

## ACHIEVEMENTS & CERTIFICATIONS

- IEEE Workshop certificate for making WIFI CAR project.
- AR/VR WorkShop Speaker certificate on SAVISKAR Organisation

## TECHNICAL ACTIVITIES

- **Designed** Dynamic and Static websites using HTML and Django.
- **Developed** projects on Machine learning and Deep learning.
- **Developed** a game called flappy bird using C# in Unity Platform.
- **Developed** a simple Machine Learning GUI Application using Python.

## PROGRAMMING SKILLS

**Languages:** Python,C++,Java,C,C#.

**Databases:** MySQL,Oracle,Postgres

**Web Technologies:** HTML, CSS, JavaScript,React,Django.

**Other Tools** Game development on unity platform,Analysing the data for ML.

## PERSONAL DETAILS

**Hobby:** Learning new Technologies.

**Lingual Fluency:** English and Telugu.

**Personal Qualities:** Eagerness to learn and implement new concepts quickly.

**Father's Name:** S.Ashok Kumar