

Venkata Sravani Nellore

Skills

Frontend

- HTML
- CSS
- Bootstrap
- JavaScript
- React.js

Backend

- Python
- Express
- Node.js

Data base

- SQLite

Other Skills

- AI / ML
- Data Analytics
- Data Structures & Algorithms
- Git
- Java
- OOPs
- User Interface (UI) Design

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Education

Nxtwave Disruptive Technologies

Jun 2022 - Ongoing

Industry Ready Certification in Full-stack Development

Vellore Institute of Technology, Amaravati

2020 - 2024

B Tech (Bachelor of Technology)_Computer Science Engineering (CSE) (8.7 CGPA)

Ratnam Junior College, Nellore

2018 - 2020

Intermediate_MPC (9.53 CGPA)

V.B.R E.M HIGH SCHOOL, Nellore

2017 - 2018

Secondary School Of Certificate (9.8 CGPA)

Project

Popular Podcasts (Podcasts Page)

[project1_link](#)

Technologies used : HTML, CSS, Bootstrap

Developed an online platform for users to browse a variety of podcasts, including speaker names and episode listings.

- Constructed banner sections and project cards using various HTML block and inline elements.
- Implemented CSS3 properties like background, flex, and box model properties, in addition to relative and absolute units for visual design.

Chatbot

[project2_link](#)

Technologies used : HTML, CSS, JS, Bootstrap

Developed a mini Chatbot Application which initially wishes user and responds to user if user input matches to list of answers that chat bot maintains

- Displayed conversation between user and chatbot using HTML list elements , styled using CSS, Bootstrap.
- Displayed user input message using HTML form input element and reply from the chatbot dynamically in the UI by using JavaScript DOM

Operations and Array push method. Implemented response from Chatbot by using Array filter method.

Emoji Game

[project3_link](#)

Technologies used : React JS, CSS

Developed responsive Emoji memory game where users can win it by clicking unique emoji each time till all displayed emojis are clicked. All emojis positions will be randomized after each click.

- List of Emojis is displayed by using React components, props , lists, conditional rendering, styled using CSS and randomized emojis placed using event listeners by updating react state.
- Updated different game states such as emojis list, winning state and losing state by using game state variable and conditional rendering.

Medical Insurance Cost Prediction

[project4_link](#)

Technologies used : Python

- To predict medical insurance costs based on relevant features, such as age, BMI, age, smoking status and region, to assist individuals and insurers in estimating healthcare expenses.

Certificates

Coursera certified Building modern python applications on AWS

"Building Modern Python Applications on AWS" is a project that focuses on developing and deploying Python applications using modern development practices and leveraging the services provided by Amazon Web Services (AWS). The project aims to build scalable, reliable, and secure Python applications that can take advantage of AWS cloud infrastructure and services. It involves utilizing various AWS services and tools to enhance the application's functionality, performance, and availability.

IBM certified Introduction to AI

In this certification course I choose to learn about INTRODUCTION TO ARTIFICIAL INTELLIGENCE(AI).In this i came to know about new concepts like Machine Learning and their techniques,deep learning, neural networks and so on.... I did hands on projects like Paint with AI, Language Translator, Detect the Bias and Using AutoAI to forecast electricity consumption.

Achievements

Research(Dilated convolutions and Time-Frequency Attention for Speech Enhancement)

A Dilated Time Frequency Attention Autoencoder (DTFAAEC) model for the real-time speech enhancement is proposed which consists of a fully convolutional neural networks with time frequency attention (TFA). TFA blocks have been followed by the layers in the decoder and encoder. TFA mechanism is designed to learn important information in time, channel and frequency in Convolutional Neural Networks (CNN). At different resolutions the context aggregation is helped by the dilated convolutions. To avoid the information flow from future frames, casual convolutions are used, therefore we will make the network which is applicable for the real-time applications. For upsampling we use the sub-pixel convolutional layers in the decoder. The experimental results shows better performance than the existing techniques in terms of quality scores and objective intelligibility.[link\(https://ieeexplore.ieee.org/document/10134924\)](https://ieeexplore.ieee.org/document/10134924)