GURUPRIYAN D A

Kochi, India

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EDUCATION

Pondicherry University   **2020 – Present**
*Integrated MSc Computer Science - **CGPA - 8.66***   *Kalapet, Puducherry*

SKILLS

Languages: Python, JavaScript, C, Java

Frameworks/Technologies: Flutter, React, Flask, OpenCV, TensorFlow, HTML5, CSS3, Bootstrap, Tailwind CSS

Databases: SQL, MongoDB

Coursework: Data Structures and Algorithms, System Design, Operating Systems, Computer Networks, Machine Learning, Database Management Systems

Operating Systems: Linux, Windows

Developer Tools: VS Code, PyCharm, IntelliJ, Android Studio, Git

Soft Skills: Problem-Solving, Communication, Teamwork, Adaptability, Time Management, Leadership, Critical Thinking, Creativity

PROJECTS

MindSpace ⎘ | FastAPI, React, Firebase   **2024**

- Designed and developed MindSpace, an AI-powered mental health chatbot utilizing the Gemini model, with a FastAPI backend to handle user interactions seamlessly and responsively.
- Created an engaging and user-friendly interface using React and Tailwind CSS, integrating Firebase for secure authentication and real-time data management, which enhanced user experience and support.

Fake News Detector ⎘ | Python, Scikit-Learn   **2024**

- Developed a fake news detector using logistic regression, achieving an impressive precision and F1 score of 0.99, ensuring highly accurate identification of fake news articles.
- Utilized advanced natural language processing techniques for feature extraction and data preprocessing, leading to enhanced model performance and reliability.

Portfolio Website ⎘ | HTML, CSS, JavaScript   **2024**

- Designed and developed a personal portfolio website to showcase projects, skills, and experiences, enhancing online visibility and professional presence.
- Implemented responsive design principles to ensure seamless user experience across various devices and screen sizes.

2D Game Engine ⎘ | Java, LWJGL   **2023**

- Developed a custom 2D game engine using Java, integrating LWJGL, Box2D, and ImGui, enabling the creation of interactive Mario levels with advanced physics and rendering capabilities.
- Created an intuitive editor interface with features like translate and scale gizmos, docking, and drag-and-drop functionality, enhancing user experience and facilitating seamless game development.

EXTRACURRICULAR

Social Open Technology Community (SOTC)   **October 2023 – Present**
Executive Member   *Puducherry*

- Conducted classes on various technology topics and organized meetings and events, Managed the social media page.

Hackathons and Tech Events   **2024**
Participant

- Attended numerous hackathons and tech events such as FOSS Meet, Code Cubicle, Viswakarma, and more, gaining exposure to emerging technologies and innovative solutions.