# VAMSI KRISHNA KUNCHAM

**B-tech in Computer Science and Engineering**

@ vamsi.kuncham@gmail.com     ✉ M.I.G-II-134, 9th Phase, K.P.H.B Colony     📍 Hyderabad, Telangana, 500085
🔗 Vamsi Krishna Kuncham     ⛫ github.com/vamsikuncham

## EDUCATION

### Manipal University Jaipur

**B-tech in Computer Science**

📅 Aug 2017 – Aug 2021 | CGPA - 8.68

---

### Narayana Junior College

**11th and 12th standard**

📅 July 2015 - June 2017 | Percentage - 93.1

---

### Bhashyam High School

**10th standard**

📅 June 2014 - June 2015 | Grade Point - 9.7 / 10

## INTERNSHIP EXPERIENCE

### Verzeo

**Student Intern**

📅 May 2020 – July 2020          📍 Hyderabad

- Technologies Used: Machine Learning   Data Visualization   Python
- It was an excellent learning experience for me.
- Over the course of the internship, I was able to spend many hours with top professionals—planning, developing and implementing various exciting ML models. I worked on Facial Expression Detection using CNN in Python.

---

### Verzeo

**Student Intern**

📅 Feb 2020 – April 2020          📍 Hyderabad

- Technologies Used: Web Development   HTML   CSS
- I was incredibly honored to be a part of this internship at Verzeo partnered with Microsoft in their Web development. I loved learning of Full Stack Web Development.
- As part of Internship, I created a static profile website promoting my personal profile containing personal and education details, technical qualifications, projects, experiences, certifications and contact details.
- Built a portal "User Management System" that collects user info from front-end forms. Portal shows the user info and allows operations like Creating User, Updating User, Reading users and Deleting users.

## ABOUT ME

*"I'm a hard worker and motivated student. I'd like to be a Software Developer working on challenging and innovative stuff."*

## STRENGTHS

C   Python   Data Structures   Algorithms
Machine Learning   HTML   CSS

---

Hard-working   Enthusiastic   Team Player
Commitment / Determination

## ACHIEVEMENTS

🏆 **Top 2 in CoCubes Pre Assess Test**
Top 2 in the Batch 2021 in Manipal University

🏆 **Rank 30 in HackerEarth**
Secured 30th rank in one of HackerEarth held in MUJ in 2018

🏆 **ACM-India Summer school Selection**
One among 30 selected for training of "Compiler Design and Construction" sponsored by NVIDIA throughout India

🏆 **Top 5 in Class 10**
Listed in Top 5 position of the school for class 10 board examination in 2015

🏆 **First prize in colony**
Received in a row for three years (class 10, 11, 12 percentage)

🏆 **First position in Kung fu**
Achieved first position in interschool kung-fu competition in 2010

## EXTRA CURRICULARS

- Participated in Carrom Competition Abhivarta
- Participated in Badminton Competition Abhivarta
- Worked as Discipline Organising Committee in Oneiros

# PROJECTS

## Corona Mask Detection

📅 July 2020 - Aug 2020

- Skills Used: Python | Machine Learning | Deep Learning | CNN | Image Processing | Computer Vision | openCV
- Developing a Corona Mask Detection model which predicts whether the person has mask and the position of the mask is correct or not. I will use OpenCV to automatically detect faces in images and draw bounding boxes around them, if a person wears a mask, the bounding box would be in green color else red color. This project can be applied in present pandemic situations.

## Facial Expression Detection Using Image Processing

📅 June 2020 - July 2020

- Skills Used: Machine Learning | Deep Learning | Python | Keras | CNN | Image Processing | Computer Vision
- Developed a Facial Expression Detection using keras, the objective is to classify each face based on the emotion shown on the face into one of seven categories (Angry,Disgust,Fear,Happy,Sad,Surprise, Neutral) and show through a web interface. I used OpenCV to automatically detect faces in images and draw bounding boxes around them. Once the model is trained, saved and exported the CNN, I will show the output of my model.

## Archery Game

📅 May 4, 2020 - May 17, 2020

- Skills Used: Computer Graphics | C
- Archery Game is the popular game in olden days where the shooter gets 10 arrows and shoots the moving dartboard. I divided the dartboard in 5 categories (100 points, 70 points, 50 points, 40 points and 35 points) and added sounds when the arrow hits the dartboard. I built this game using Computer Graphics in C using "graphic.h" library.

## Prediction for Crop Irrigation System using ML and Deep Learning

📅 Jan. 3, 2020 - May 15, 2020

- Skills Used: Machine Learning | Data Visualization | Neural Networks | Python
- Developed a prediction model. The objective is whether to water the plants or not by taking certain parameters like (soil moisture, humidity, temperature) and by taking crop type and crop days into the consideration we made the model which trains using Machine Learning and neural networks (Artificial Neural Networks ) algorithms and predicts the output.

## Le Cafe

📅 Aug. 9, 2019 - Nov. 18, 2019

- Skills Used: HTML | CSS | Javascript | Bootstrap | PHP
- Built a food ordering system which allows costumers to order food and book a seat in a particular restaurant and it has a function to transfer money

## Hospital Management System

📅 Feb. 6, 2019 - May 3, 2019

- Skills Used: MySQL | PHP | HTML | CSS | Javascript
- Built a doctor appointment system which allows patients to view the prescriptions, book an appointment with a doctor and make online payments with credit/debit cards and netbanking. This system allows doctor to view patient history, update a prescription, check all the appointments, prepone/postpone/cancel an appointment.

# PUBLICATIONS

## 📖 Books

- Mr.Tarun Jain Vamsi Krishna Kuncham, Mrinal Sharma (2020). *Prediction for Crop Irrigation System using ML and Deep Learning*. IGI Journal.