

# Vedanivas Chowdary Neeruddula

Pre-Final

Passionate and committed to continuous learning

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## EDUCATION

### B.Tech in Computer Science and Engineering IIIT Hyderabad

2021 - Present

7.72

#### Courses

- Design and Analysis of Software Systems
- Machine, Data, and Learning
- Data Structures and Algorithms
- Operating Systems and Networks
- Linear Algebra
- Data and Applications
- Statistical Methods in Artificial Intelligence
- Algorithm Analysis and Design
- Introduction to Information Security
- Probability and Statistics

### Higher Secondary Sri Chaitanya Co-Ed Junior College

2019 - 2021

A

### Secondary Dr KKR's Gowtham International School

2015 - 2019

95.2%

## WORK EXPERIENCE

### Web Development Intern Dasvande Technologies Pvt. Ltd.

01/2023 - 04/2023

T-Hub 2.0, Hyderabad

#### Achievements/Tasks

- Developed a MERN-based SaaS web application, enabling dairy farmers to manage their inventory and orders, and streamline their business
- Created an e-commerce module for easy dairy product subscriptions, for enhanced user convenience.

### Software Development Intern iHub-Data

09/2023 - 12/2023

Remote

#### Achievements/Tasks

- Developing a Chrome v3 plugin for efficient file transfer, ensuring seamless data transfers with minIO storage
- Implementing chunked, parallelised, and checkpointed transfers, enhancing large file transfer efficiency and speed (up to 15TB)
- Ensuring the scalability of the system to efficiently handle multiple concurrent transfers
- Implementing robust data integrity checks pre- and post-transfer for enhanced security and reliability

## SKILLS

C/C++

Python

JavaScript

OOPS

HTML/CSS

Express

Node.js

React

Vite

MySQL

MongoDB

Git

Bash

Docker

Unit Testing

PyTorch

## PERSONAL PROJECTS

### greddiit

- Built a full-stack Reddit clone using MERN
- Implemented a custom authentication system using JWT tokens and used Docker to containerise the application

### Troy

- Created a terminal-based arcade game that simulates a lighter version of Clash of Clans without using any standard gaming libraries.
- The game follows Object-Oriented Programming System (OOPS) protocols.

### RailMaster (09/2022 - 10/2022)

- Developed a command-line interface (CLI) for a database management system (DBMS) of railways using Python and MySQL

### NanoShell (04/2022 - 05/2022)

- Developed a C language based shell program that can be used to execute commands on a Linux system

### RPS-Royale

- Developed a finite state machine that can win a rock, paper, scissors game with 99% probability.

### Double MNIST Recognition

- Developed advanced ML models with Autoencoder-based denoising, using MLP and CNN for robust digit recognition and prediction from single images
- Employed ADAM optimiser for faster convergence and higher accuracy
- Rigorously tuned hyperparameters, maximising model efficiency and significantly enhancing input image quality for improved digit recognition systems

### Basic OCR

- Developed a fundamental ML OCR model using scikit library, trained on an extensive image dataset, achieving robust character recognition
- Assessed various classification techniques to identify the most effective model
- Employed innovative approaches for image noise cancellation to significantly improve character recognition accuracy
- Utilised Wandb for in-depth analysis, uncovering factors contributing to lower accuracy rates for specific characters

### xv6-reborn (05/2022 - 06/2022)

- Enhanced the existing xv6 OS by adding new schedulers and system calls