Venkat Sai Reddy Mulka

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# Career Objective

Looking for a challenging career in the field of computer science that provides me a platform to improve my theoreti- cal and practical knowledge and develop my experimental and research skills and extend myself to higher work.

# Education

**De Montfort university** *Leicester,uK*

MSc.Project Management *July 2023 –may 2024*

**GITAM UNIVERSITY** *Hyderabad, Telangana*

BACHELOR OF TECHNOLOGY IN COMPUTER SCIENCE, CGPA: 7.32/10 *July 2017 - June 2021*

**Excellencia Junior College** *Hyderabad, Telangana*

INTERMEDIATE, PERCENTAGE: 82.6 *July 2015 - May 2017*

**Hi-Tech Modern High School** *Hyderabad, Telangana*

SECONDARY SCHOOL CERTIFICATE, CGPA: 8.3/10 *June 2015 - April 2015*

# Skills

**Programming Languages** Java, Python, C, C++

**Frameworks** Spring Boot, Hibernate, Spring JPA, Angular

**Databases** Oracle, SQL Server, MongoDB

**Operating Systems** Windows, Ubuntu

**Web Technologies** HTML5, CSS, Bootstrap, JavaScript

**CI/CD Tools** Git, Maven, Jenkins

**Testing Frameworks** Junit

# Projects

## Diabetic Retinopathy Detection

* Developed an ML model using Resnet50, InceptionV3 with high accuracy that will classify the retina images into 4 categories - No DR, mild DR, Severe DR, and Proliferative DR.
* The model can identify the intricate features involved in the classification task such as micro-aneurysms, exudates, and hemorrhages on the retina, and provide a diagnosis automatically when the user inputs the image.
* Processed the images using image processing techniques like circular cropping, gaussian blur. Used Adam optimizer for increasing the learning rate of the model.
* Developed a user-friendly webpage using Flask where users can upload the retina image and find the stage of diabetic retinopathy.

## Surface Crack Detection

* Developed an ensemble model using SVM, CNN, and Decision tree algorithms to detect the cracks on building surfaces.
* Applied Data Augmentation techniques to enhance the dataset before training.
* Used AdaBoost algorithm to improve the performance of the model.

## Frogger

* A game that is developed using Java applets and object-oriented programming concepts.
* This game was to help a frog hop across a bus highway, dodging cars and trucks until you get to the edge of the river, where you must keep yourself from drowning by crossing safely to your grotto at the top of the screen by leaping across the backs of turtles and logs.

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# Achievements

* Secured first place in the project expo for the game Frogger during the fourth semester of the academic course.
* Secured third place in 36 hours Hackathon on cybersecurity at GITAM conducted by JHUB on 20 and 21 December 2019.
* Built a microservice from scratch in two weeks that will serve as a gateway for requests for all the registered applica-

tions.

* Troubleshot out-of-memory issues in the application and prevented memory leaks.

# Declaration

I hereby declare that the information furnished above is true to the best of my knowledge.