

# VISHNU PRASAD KORADA

📞 97172 44489 ✉️ [vishnuprasadforwork@gmail.com](mailto:vishnuprasadforwork@gmail.com) [in linkedin.com/in/vishnu-prasad-korada](https://www.linkedin.com/in/vishnu-prasad-korada) [github.com/vishnuprasad2004](https://github.com/vishnuprasad2004)

## TECHNICAL SKILLS

**Languages** C, Java, Python, JavaScript, Typescript  
**Frameworks** Express.js, Node.js, React.js, Next.js, Flask, React Native

**Databases** SQL, MongoDB, Redis  
**Dev Tools** Git, Postman, Tailwind, Vercel, Figma  
**ML Oriented** Scikit-learn, TensorFlow, Kaggle

## PROJECTS

### Student Management API System 🔗

#### Backend API Development

- Engineered efficient **API endpoints** to manage Students, Courses, and Departments with robust **CRUD** operations for seamless data handling
- Implemented **Role-based Access control Auth**, enhancing application security and data privacy among students and admins.
- Developed and executed comprehensive **Unit Tests** using Jest to validate API endpoints, ensuring functionality and reliability across multiple use cases
- **Tech Stack:** TypeScript, Node.js, Express.js, MongoDB, Postman, Jest

### Rainfall Classification Analysis 🔗

#### Machine Learning Model Evaluation

- Conducted a comparative analysis on multiple popular classification models, evaluating based on accuracy gained per training time
- Evaluated classification models like SVM, Naive Bayes, XGBoost to gain **95.81%** accuracy & least time being **0.16s**
- Tackled Class Imbalance, Data Imputation using **MICE** imputation along with Feature Selection
- Identified the most efficient model for pre-processed rainfall data being **Gaussian Naive Bayes** & XGBoost
- **Tech Stack:** Python, Scikit-learn, Pandas, Seaborn

### Space Invader Game 🔗

#### JavaScript Game Development

- Designed and implemented the classic Space Invader game using JavaScript's Canvas API. Utilized OOPS to create game classes and enhance maintainability.
- Built and optimized core **gameplay mechanics** like player movement & Collision Detection
- Enhanced user experience through smooth animations and responsive controls.
- **Tech Stack:** HTML, CSS, JavaScript (Canvas API)

## EDUCATION

### GIET University

Bachelor of Technology in Computer Science Engineering with Specialization in AIML

2022 - 2026

Grade: 8.56 CGPA

### Gandhi Public School, Gunupur

Intermediate

2021 - 2022

Grade: 9.3 CGPA

## ACHIEVEMENTS / CERTIFICATIONS

### Technical Lead, Webeye Club GIETU

July 2024 – Present

- Organized 3+ workshops attended by 200+ participants, collaborating with teams to enhance skills in web development and Team Management

### Web Development Lead, Google Developer Groups on Campus GIETU

June 2023 – Present

- Contributed and Organised multiple Workshops and Events alongside other leads and members

### Contributor, University App and Backend Development

May 2024 – Present

- Integrated a GenAI Powered Quiz Backend System

### Supervised Machine Learning Certificate

#### Certificate Credentials Link

- Gained in-depth knowledge of supervised learning techniques, including regression and classification models.

### Postman API Fundamentals Student Expert

#### Certificate Credentials Link

- Developed proficiency in API development and testing with Postman, including authorization handling, automation scripting, and code generation.