

PROGRAMMING SKILLS

- **Languages:** Java, Python

Frontend: ReactJS, Redux Toolkit, React Router, JavaScript, Bootstrap, Tailwind CSS, HTML, CSS

Backend: Spring, Spring Boot, Hibernate, FastAPI, ExpressJS

Databases: SQL (MySQL), NoSQL (MongoDB)

Libraries: TensorFlow, scikit-learn, pandas, NumPy, Matplotlib, Seaborn

Tools: Git, GitHub

Machine Learning & Data Handling: Machine Learning, Data Cleaning, Data Preprocessing, Feature Engineering, Model Evaluation, Hyperparameter Tuning

PROJECTS

- **House Price Prediction:**

- **Data Cleaning and Preprocessing:** Cleaned the Kaggle Bengaluru housing dataset by handling missing values, converting "2 BHK" to numeric, standardizing `total_sqft`, and one-hot encoding `location` and `area_type`. Retained ~70% of rows post-cleaning after outlier removal.
- **Outlier Removal:** Applied rules based on bathroom-to-bedroom ratio, sqft per room threshold, and IQR filtering for price, size, and bath to ensure quality data.
- **Modeling:** Trained and compared models including Linear Regression, Ridge, and Lasso. Ridge Regression with $\alpha=1$ gave the best performance using cross-validation.
- **Deployment:** Serialized the trained model using `pickle` and built a FastAPI web backend. Integrated with a simple HTML frontend to allow users to input features and get real-time price predictions.

- **Personal Portfolio Website:**

- **Frontend Development:** Built a responsive personal portfolio using ReactJS with React Router for seamless navigation.
- **State Management:** Utilized React Hooks like `useState` to manage interactive UI components and user interactions.
- **Custom Styling:** Implemented a unique design with handcrafted CSS to ensure a visually appealing and personalized layout.

- **Hangman Game (Java):**

- **GUI Development:** Built a user-friendly interface using Java Swing for interactive gameplay.
- **Game Logic:** Implemented word selection, letter tracking, and visual feedback for guessed and missed letters.
- **Replayability:** Enabled dynamic game resets and user-controlled flow for multiple game sessions.

EXPERIENCE

- **Infosys Java Foundation Course:** Completed an in-depth course on Java programming through Infosys Springboard. Gained solid understanding of core Java, object-oriented principles, and hands-on experience with control structures, inheritance, and exception handling.
- **Data Science Course:** Completed a comprehensive Data Science program involving real-world projects. Acquired practical skills in data preprocessing, exploratory data analysis, supervised and unsupervised learning, and working with Python libraries like NumPy, Pandas, Scikit-learn, and Matplotlib.
- **Artificial Intelligence Foundation Certificate:** Earned certification from Infosys Springboard covering foundational concepts in Artificial Intelligence. Gained insights into AI applications, machine learning workflows, natural language processing basics, and responsible AI practices.

EDUCATION

- **Chaitanya Bharati Institute of Technology (CBIT)**

Hyderabad

Bachelor of Engineering in Computer Science

Nov 2022 – 2026

- **Narayana Junior College**

Madhapur, Hyderabad

Intermediate in MPC — Marks: 970/1000

Jun 2020 – Jul 2021