

# YOKESHWAR L

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## Education

### Meenakshi College of Engineering, Chennai

*MCA – Computer Applications*

**CGPA: 7.92**

*2022 – 2024*

### Guru Nanak College, Chennai

*BCA – Computer Applications*

**CGPA: 7.80**

*2019 – 2022*

## Work Experience

### Software Developer Intern, ChipWave (Tm)

**Aug 2025 – Present**

*Bengaluru, Karnataka, India · On-site*

- Independently designing and developing a full-stack AI-powered web application from scratch.
- Managing end-to-end project lifecycle: architecture design, backend API development, frontend interface creation, database management, and AI model integration.
- Implementing RAG (Retrieval-Augmented Generation), LLM integration, and chatbot modules to enable intelligent data extraction and automation.
- Utilizing Python, Django, Langchain, PostgreSQL, and DRF to build a scalable, high-performance, and user-friendly solution.

## Projects

### HTML Email Design for Business Gurukula (Freelance Project)

**Jan 2025**

- Developed a responsive HTML email template for Business Gurukula's client, HotLunch.com.
- Ensured compatibility across major email clients and improved mobile responsiveness.
- Integrated interactive buttons and CTAs, enhancing user engagement and click-through rates.
- Aligned design with branding guidelines, improving overall marketing effectiveness.

### Animal Detection for Railway Safety Using Computer Vision

**Aug 2024**

- Developed a real-time animal detection system to prevent railway collisions.
- Implemented **YOLOv8** in **MATLAB** for accurate object detection on railway tracks.
- Integrated **IoT** with **NodeMCU** for real-time alerts to train personnel and authorities.
- Automated train speed adjustment upon detection to enhance safety.
- Tested system reliability across various environmental conditions.

### Ludo Game Development Using Java (Mini Project)

**Apr 2022**

- Developed a Java-based Ludo game using Swing, implementing a fully interactive UI.
- Designed a turn-based system with dice rolling and player movements using event listeners.
- Implemented object-oriented design patterns to manage players, pawns, and game logic efficiently.
- Handled pawn movement and collisions using a pre-defined path stored in 2D arrays.
- Added winning condition logic to detect when a player moves all pawns to the home area.

## Technical Skills

- Languages:** Java, Python, JavaScript, SQL
- Web Technologies:** HTML5, CSS3, Bootstrap, Django
- Databases:** PostgreSQL, Oracle SQL, JDBC
- AI & Data Processing:** PDFPlumber, OpenAI API, Chatbot Development, RAG (Retrieval-Augmented Generation)
- Tools & Platforms:** Git, GitHub, Eclipse, IntelliJ, VS Code, Cursor Ai, Copilot

## Certifications

- Java Full Stack Development – JSpiders, Bangalore *August 2025*
- Software Engineer Intern Certification – HackerRank, *May 2025*
- SQL and Relational Databases 101 – CognitiveClass.ai (IBM Developer Skills Network), *October 2024*