

Charles WESLEY Yenumala

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SUMMARY

- Passionate developer with a strong proficiency in Java, Python, and C, with robust capabilities in software development, algorithms, and data structures. My strong analytical and problem-solving skills are complemented by a proven aptitude for quickly mastering new technologies. Thrives in collaborative team environments, consistently delivering high-quality results.

PUBLICATIONS

- **Predicting SARS-CoV-2 Mutations and Their Impact on Vaccine Efficacy Using Machine Learning Models Trained on RNA Sequencing Data**
 - This study employs machine learning models trained on RNA sequencing data to predict genetic mutations, enhancing our understanding of their impact on biological functions and disease progression.
 - SARS-CoV-2 and assess their impact on vaccine efficacy. By analyzing genetic sequences, the models aim to identify potential mutations that could affect the virus's behavior and the effectiveness of existing vaccines.

TECHNICAL SKILLS

- **Core Knowledge Areas:** Machine Learning, Deep Learning, AWS, Figma
- **Libraries:** Pandas, NumPy
- **Programming Languages:** C, Python, Java, SQL, HTML, business management .

INTERNSHIP

Intern — at CodeAlpha

May 2024 – July 2024

- I have completed virtual internships at Code Alpha, Code Soft, and Bhart Inter.
- I have significant experience working on projects in artificial intelligence and machine learning.
- One of my notable projects involved the development of a chatbot and improving its workflow processes

PROJECTS

- **Automated Chat-Bot**
 - Developed a Python-based chat-bot designed to automatically handle predefined user queries in applications requiring automated customer service, such as returns and cancellations.
 - **Technology Used:** Python
- **TIC-TAC-TOE**
 - Developed an automated bot for Tic-Tac-Toe that strategically challenges the opponent by preventing winning moves. The bot employs advanced algorithms to anticipate the opponent's strategy and counteract potential victories, enhancing game-play experience. This project was implemented using Python.
 - **Technology Used:** Python
- **Emotion and Finger Recognition System**
 - Developed an advanced system using Python, OpenCV, and DeepFace for real-time emotion recognition using NumPy, pandas, and finger counting. The system captures live video from a webcam, identifies faces, predicts emotions, and displays the corresponding feelings in words. Additionally, it accurately counts the number of fingers displayed in front of the camera, enhancing user interaction and experience.
 - **Technology Used:** Python , OpenCV , DeepFace

EDUCATION

2022 - 2026 Bachelor's (Computer Science (Specialization in AI and ML)) at **KL University**
2020 - 2022 Intermediate (Specialization in MPC) at Vikas the Concept School
2023 - 2026 secoundry bachlor's (bba) at kl University

ACHIEVEMENTS

- Represented India in Singapore Fins International in swimming.
- Indian national medalist in 100M BUTTERFLY swimming.
- Junior nationals and Seniouir natioal in swimming.

CERTIFICATIONS

- MongoDB Node.js Developer Path Feb 23, 2024
- Computer Networking Course: Master Computer Networking Mar 20, 2024
- Postman API Fundamentals Student Expert Mar 22, 2024