

# Trijesh Kondapuram

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## PROJECTS

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### Number Guessing Game

- Created an interactive number guessing game where the computer selects a random number and the user attempts to guess it.
- Incorporated Python's random number generation and conditional statements to provide feedback on guesses.
- Developed a script that engages users with hints and keeps track of the number of attempts.

### Simple Password Generator

- Developed a password generator that creates random passwords with specified length and character sets.
- Used Python's random number generation and string manipulation techniques to ensure password security.
- Provided a command-line tool for generating secure, random passwords.

## EDUCATION

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2023 - Present Bachelor's Degree, **NBKR Institute of Science and Technology**  
2022 Class 12th, **Board of Intermediate Education AP, 906/1000**  
2020 Class 10th, **Board of Secondary Education AP, 575/600**

## PUBLICATIONS

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### "Data Science Methodology: A Practical Guide"

[LinkedIn](#), July 2024

- Authored an in-depth article that explores the key stages of the data science methodology, from data collection to model deployment.
- Provided practical insights and guidance tailored for beginners and intermediate learners, with a focus on real-world applications.
- The article received positive engagement from the LinkedIn community, highlighting its value as a resource for those starting their journey in data science.

## SKILLS

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<b>Programming Languages</b>	Python (Proficient), C (Basic)
<b>Libraries/Frameworks</b>	NumPy
<b>Tools/Technologies</b>	Git, Jupyter Notebooks, VS Code
<b>Soft Skills</b>	Problem Solving, Team Collaboration, Continuous Learning