

Vijay Chilaka

☎ 4086685679
✉ vchilaka@ucsc.edu

in /vijay-chilaka

Education

- University Of California SantaCruz - M.S in Natural Language processing** **2022**
- Indian Institute of Technology Tirupati - B.Tech in Computer science and engineering** **2017-2021**
CGPA: 7.15/10.00
- Narayana Junior College, Telangana - 12th TSBIE** **2014-2016**
Percentage: 95.50/100.0
- Narayana olympiad school, Hyderabad - 10th BSET** **2013-2014**
GPA: 9.70/10.00

Experience

- Worked on a web-based project called "Annotator" under professor Dr.Kalidas Yeturu** **2020-2021**
- › Developed a web-based platform that supports personalized multiple auto annotations, builds models on the fly, and can annotate documents programmatically
 - › An integrated tool called LabelMe is used to generate manual annotations
 - › MongoDB is used as the database
 - › Frontend of the Annotator platform is build using HTML5, CSS, Javascript to provide user with responsive interface
 - › Python, Perl and Flask are utilized to provide annotation as a service for Annotator platform
- Internship on "GeoCov19-web" under professor Dr.Kalidas Yeturu** **Summer 2020**
- › GeoCov19-web project address the importance of social distancing during pandemic times.
 - › Project generates situation reports and mobility patterns in red zones
 - › Constructed a user interface using HTML5, CSS, Javascript, that can facilitate features like navigation bar, login form, query from, css cards, Top Button, Side icons, contact information
 - › Bootstrap4 framework is used to make GeoCov19-web project more responsive

Publication

- "A platform for large scale auto annotation of scanned documents featuring real-time model building and model pooling"** **2020**
- Komuravelli Prashanth , Boyalakuntla Kowndinya, Chilaka Vijay, Dande Teja, Vidya Rodge, Ramya Velaga, Reena Abasaheb Deshmukh, and Yeturu Kalidas(Mentor)*

Projects

- Developing Virtual machine** **Sep 2020- Nov 2020**
- › Constrcuted a Virtual machine that takes files consisting of VM code and converts it into files consisting of MIPS assembly language code
 - › Stack-based architecture is used for developing Virtual machine
 - › parser and code writer are components of virtual machine, written in C++
- Build a Game-LSER (Learning software engineering through racing)** **Feb 2020-Mar 2020**
- › Build an interactive game that can aid students to learn and revise the basic concepts of software engineering
 - › Implemented the game logic, which include calculating time and score,object movement using java script in unity3d
 - › The animations in the game are created using unity's user interface
- Mobile Application that can help find plant diseases** **Aug 2019-Nov 2019**
- › Developed an application that captures a photo of an infected leaf and gives the user information about the infected disease and its cure
 - › The Application is hosted on Google firebase and uses machine learning techniques(CNN) for detecting the image

Skills

- › Python,Pytorch, C, C++, HTML, CSS, JavaScript, Unity3D, Android Studio, Pycharm, Eclipse, Visual Studio,Jupyter Note book, Cisco packet tracer, Wireshark