

KUPPAM AJITH

Data Analyst | Python | Game Developer | Machine Learning
| NLP | RAG | LLMs | Prompt Engineer

CONTACT ME

☎ +91 9490957410

✉ kuppamajith@gmail.com

🐙 <https://github.com/MagicalCoder-12>

🌐 <http://linkedin.com/in/ajithkuppam>

🌐 <https://magicalcoder-12.github.io/Portfolio/portfolio.html>

📍 Hyderabad, India

EDUCATION

B.Tech, Artificial Intelligence And Data Science Engineering AI & DS

St. Martin's Engineering College

CGPA: 8.15 2022-2026

Intermediate

Narayana Jr College

86.1% 2020-2022

SSC

Narayana High School

CGPA: 10.0 2020

SKILLS

- **Programming Languages:** Python, Java
- **AI/ML Libraries:** TensorFlow, Keras, PyTorch, Scikit-learn, Pandas, NumPy, Matplotlib, Seaborn, Sentence Transformers
- **Web Technologies:** HTML, Tailwind CSS, React, Node.js, RESTful APIs
- **Game Development:** Unity, Godot, Pygame
- **Tools:** Git, GitHub, Docker, Qoder, Copilot, Render, Vercel, Netlify, FAISS, Groq API
- **Other:** Machine Learning, Data Analyst, Vibe Coder, Level Design, VR development

LANGUAGES

- ENGLISH (Proficient)
- TELUGU (Native)
- HINDI (Proficient)

SUMMARY

AI and Software Engineer with a B.Tech in Artificial Intelligence and Data Science and hands-on experience spanning artificial intelligence, machine learning, software development, and game development. Proficient in Python, Java, and modern AI/ML frameworks, with experience building RAG systems, AI-powered applications, automation agents, and data-driven solutions. Also experienced in developing and designing interactive games using Godot and Unity, including VR and mobile projects. Combines analytical problem-solving with creative development to build practical, innovative, and technology-driven solutions.

WORK EXPERIENCE

Artificial Intelligence Intern

KALNET GLOBAL- Remote

March. 30, 2026 - Present

- Building a AI powered CRM.
- I work in a team where we collaborate to create a AI pipeline.
- I am a Integration/Testing engineer in the team.

Game Developer

Akiyam Solutions - Remote

May. 01, 2026 - Present

- Currently working on level design for a VR game project.
- I developed an early gameplay prototype using grayboxing to experiment with environment layout, player navigation, interaction zones, and overall immersion.

Broadbased Games - Remote

July. 29, 2025 - June.12,2026

- Designed and implemented the full level layouts, player flow, and environmental composition for the Central Bureau and Industrial isometric maps.
- Generated base isometric assets using AI tools for rapid prototyping, then refined, shaded, and finalized all visuals in Aseprite to ensure pixel-perfect quality and art consistency.
- created map-specific animations and produced the game's animated logo intro sequence, contributing to the overall player experience from the start screen.

Hopscotch Games - Remote

- Designed and implemented AI-driven workflows using ChatGPT for the automated generation of game assets and narrative content, significantly speeding up the development pipeline.
- Leveraged AI tools to prototype and develop interactive game mechanics, including the "Petrograd Political Simulator" and "Mystery Time."
- Used Claude and other AI models to build some fun interactive games and AI apps.

INTERNSHIPS

Data Science Intern

Hex Softwares - Remote

April. 15, 2026 – May 15,2026

- Built a machine learning classification model to predict Titanic passenger survival using Python and Scikit-learn.
- Analyzed COVID-19 datasets to identify trends and visualize pandemic progression using Pandas, NumPy, and Matplotlib.
- Developed an interactive YouTube analytics dashboard with Streamlit and integrated the YouTube Data API for real-time insights.

SaiKet Systems - Remote

April. 17, 2026 – May 17,2026

- Developed an end-to-end Telecom Customer Churn Prediction system using Python.
- Trained and evaluated multiple machine learning models, including Logistic Regression, Decision Tree, Random Forest, Gradient Boosting, KNN, and SVM, with hyperparameter tuning.
- Achieved 79.8% accuracy and 0.843 AUC-ROC, identifying key churn factors such as contract type, tenure, fiber optic service, and monthly charges.

Qskill - Remote

January. 10, 2026 – February 10,2026

- Classifying iris flowers into three species (Setosa, Versicolor, Virginica) based on measurements of their petals and sepals.

Machine learning Intern

Genz Educate Wing - Remote

January. 10, 2025 – March 10, 2025

- Credit Card Fraud Detection – Built a Random Forest model to detect fraudulent transactions in an imbalanced dataset; applied SMOTE and cross-validation to ensure robustness, achieving ~99% test accuracy.

Niltech Edu - Onsite

December. 12, 2023 – December 13, 2023

- Developed predictive models for bank-loan grant approvals and weather forecasting using SVM and Keras.

PROJECTS

AI-POWERED PROJECTS

Song Portals (Made using Prompt Engineering)

- AI-Assisted Web Development (Song Portals) Leveraged qoder, an AI coding assistant, to rapidly develop and deploy two full-stack song management websites: MPH Songs and Choir Portal. Utilized the AI agent to generate boilerplate code, debug complex issues, and implement features like multilanguage support and real-time search, reducing development time by an estimated 30%.

Insurance Policy Analysis System | HackRx 6.0 (Bajaj Finserv Hackathon)

- Built an AI-powered RAG system to analyze and query complex insurance documents using natural language.
- Implemented semantic search with FAISS and integrated Groq API for fast, real-time LLM responses.
- Optimized system cost by routing common FAQs through vector DB retrieval, reducing unnecessary LLM calls.
- Added real-time usage tracking to display token consumption, request limits, and API metrics for transparency.
- Developed end-to-end solution with REST APIs, document upload pipeline, and responsive frontend.

AI study explainer

- Built an AI-powered topic explanation application using Gemini API to generate detailed, structured responses based on user input.
- Implemented a provider failover system with Gemini as the primary model and Groq API as a fallback, ensuring high availability and uninterrupted response generation.
- Developed API usage control with a 30 requests/day rate limit, improving resource management and preventing excessive API consumption.
- Designed and integrated a minimal AI chat interface (text input + generate workflow) to deliver fast, user-driven AI explanations for arbitrary topics.

MACHINE LEARNING PROJECTS

Facebook Sentiment Analysis using NLP

- Developed a high-accuracy (97%) sentiment analysis model using MiniLM-L6-H384, trained on a 130,000+ row dataset of labeled Facebook comments, including emoji-augmented data. Optimized training and inference on an NVIDIA RTX 4060 GPU with PyTorch, achieving ~5–10 ms prediction latency. Deployed as an interactive Streamlit web app, handling text and emoji inputs with custom class-weighted loss for imbalanced data (Positive: 63%, Negative: 23%, Neutral: 14%). Integrated Twitter-Roberta to boost emoji understanding in sentiment analysis. Improved overall accuracy to ~98% on the test dataset.

Predictive Maintenance for Industrial Equipment

- Developed a Random Forest Classifier to predict equipment failures, achieving 99.85% test accuracy on a 10,000-record dataset. Preprocessed data using Pandas and scikit-learn, applying feature encoding, scaling, and SMOTE to handle class imbalance. Analyzed feature importance, reducing the feature set by 25%, and visualized results with Matplotlib and Seaborn. Validated model robustness with 5-fold cross-validation, attaining a mean accuracy of 99.91% and a test set accuracy of 99.85%.

Fingerprint-Based ATM System

- Engineered a biometric pattern-matching system for fingerprint authentication using binary data comparison techniques. Designed and implemented a NoSQL data pipeline using MongoDB and PyMongo to manage user profiles, transaction logs, and authentication metadata. Built real-time transaction processing logic, dynamically computing account balances from chronological transaction histories. Built data validation and anomaly-prevention logic to ensure consistency, security, and transactional accuracy.

Cross-Platform Auto Deployment Agent

- Developed an intelligent deployment agent using Ollama to automate the entire hosting process for various web projects.
- Engineered the agent to automatically scan directories, detect project types (e.g., React, Node.js, Flask), select the optimal hosting platform, and deploy using platform-specific CLIs.

GAME PROJECTS

Shadow Avenger (Godot)

- Created a modern 2d alien invader game targeting both PC and Android platforms, focusing on shadow mode as the core mechanics. Link: <https://play.google.com/store/apps/details?id=com.Aj.ShadowAvenger>

Slime Race (Godot) – GMTK Game Jam 2025

- Developed a 2D racing game where players control a slime competing to finish 3 laps while being chased by knights.
- Implemented AI behavior for competitor slimes and chase mechanics for pursuing knights.
- Collaborated within the 48-hour jam deadline to deliver a complete, polished prototype.
- Link: <https://aji-creators.itch.io/slime-race>

Swim_bomber(Godot) – TOY BOX Jam 2025

- Developed a 2D Bomber man game with puzzle to find 7 keys.
- Introduced swimming in water mechanic for travelling the map.
- Link: <https://aji-creators.itch.io/swim-bomber>

Dino Run(Godot)

- Developed a fun birthday game of a endless runner for my cousin.
- The game consists of a dino that collects the “happy birthday” letters with obstacles.
- After collecting all letters we get a surprise birthday video.

VR Game(Unity, C#)

- Built a **ProBuilder** prototype for rapid testing of core mechanics, working closely with game designers and engineers to iterate on player interactions.

Beach Cleanup(Godot) - Comfy Jam: Summer 2026

- Made a cosy beach game where you cant trust the instruction given to win the game.
- Link: <https://aji-creators.itch.io/beach-cleanup>

Form Shift - Godot Wild Jam #94

- Made a animal merging idle game for the jam. Merging the animals will create new species and you get money by tapping the animals.
- Link: <https://aji-creators.itch.io/form-shift>

Backaw - Gamers Home - Summer Game Jam

- Collaborated on a Frogger-style game featuring a unique heat mechanic.
- Engineered the procedural car spawning system and developed the dynamic heatwave shader to visually represent environmental temperature shifts.
- Link: <https://chaimoon.itch.io/backow>

IN DEVELOPMENT

Jarvis AI – Personal Voice Assistant

- Developed a voice-controlled AI assistant with wake word detection and offline speech recognition.
- Integrated local LLM for private, offline natural language processing.
- Implemented system automation commands (file handling, web browsing, keyboard control).
- Designed modular architecture with separate components for speech recognition, command processing, and text-to-speech.

Reload or Rot

- I am developing a top down zombie shooting game targeting both windows and android platforms.

Merge Maza(Godot)

- Making a Vehicle edition of Suika game for web ,desktop and android platforms.

OPEN-SOURCE CONTRIBUTIONS

KubeOrch - Contributor

- Improved KubeOrch's RegistryService by introducing an injectable HTTP client seam, preserving the 10-second production timeout and enabling deterministic testing across Docker Hub, GHCR, ACR, and Custom registries.
- Added table-driven tests with a fake HTTP client covering success and transport-error scenarios; verified with go vet and go test ./services/... and submitted PR #135.

DeepCode – Fork Maintainer

- Added Ollama and OpenRouter support for local LLM integration.
- Integrated Serper API for enhanced search engine capabilities.
- Improved functionality and interoperability with AI frameworks.

index-tts – Fork Maintainer

- Added Telugu Language Support

Diffusion Pen – Fork Maintainer

- Added new handwriting style to the AI art generation toolkit.
- Enhancing feature set for style diversity and usability.

Universal-LPC-Spritesheet-Character-Generator– Fork Maintainer

- Added lazy loading and made the website respond faster

CERTIFICATIONS

- How to Build Predicting Models - Niltech Edu
- Learnt Java & Its Industry application - Path Creators
- Artificial Intelligence & Data Science - GenZ Educatewing
- Hack-AI-Thon – Hack2Skill (Participation) – 2024
- QSkill-Certificate of completion-13/feb/2026
- SaiKet Systems Data Analyst Internship Completion -April,2026
- Broadbased Games -Jun,2026
- Internship completion Certificate - KALNET GLOBAL