

Bhargavi Nagulapally (she)

B.Tech - (2022-26)
Computer Science and Engineering
JNTUK

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EDUCATION

Degree/Certificate	Institute/Board	CGPA/Percentage	Year
B.Tech. CSE	Jawaharlal Nehru Technological University, Kakinada	8.94	2022-present
Senior Secondary	BIEAP	95.4%	2020-22
Secondary	SSC Board	99%	2020

EXPERIENCE

- Artificial Intelligence Intern, Infosys***Feb. 2025 – April.2025*
 - Developed an AI-powered Guest Experience Personalization System using LLMs and Retrieval-Augmented Generation (RAG) to extract real-time insights from guest reviews.
 - Engineered a personalized dish recommendation system using XGBoost, incorporating feature engineering techniques to optimize model accuracy and enhance guest satisfaction through tailored suggestions.
 - Implemented a scalable RAG pipeline with Together.ai and Pinecone DB for semantic search, review summarization, and context-aware sentiment analysis.
 - Deployed automated alerting systems based on sentiment insights to enable proactive service response and improve operational efficiency.
- Software Engineer Intern, IBM***May. 2024 - Jun. 2024*
 - Developed and implemented sentiment analysis models using advanced NLP techniques to extract actionable insights from customer reviews.
 - Conducted text preprocessing, feature extraction, and sentiment scoring leveraging the Naive Bayes algorithm for high-accuracy classification.

PROJECTS

- Motion Mind: Smart Activity Recognition for Home Automation***June. 2024 - July. 2024*
Deep learning integrated with IOT
Github
 - Developed a deep learning model using ResNet and OpenCV for real-time human action recognition, enabling intelligent automation in smart home environments.
 - Integrated human activity detection with IoT sensors to trigger home automation responses based on recognized movements, optimizing efficiency and responsiveness.
- Vision Pong: Gesture-Controlled Gaming***Sept.2024 – Oct.2024*
Computer Vision
Github
 - Developed an interactive Pong game controlled by real-time hand gestures using Python and OpenCV, enhancing user engagement through touchless gameplay.
 - Implemented a computer vision-based gesture recognition system for accurate hand tracking and smooth paddle control using webcam input.

TECHNICAL SKILLS

- Programming:** Java,C/C++, Python
- Development:** HTML, CSS, Flask
- Databases:** MySQL, MongoDB(familiar)
- CS Subjects:** Data structures and Algorithms, OOPs concepts, Operating system
- Deep learning:** Familiar with Tensorflow, Keras, Standard Deep learning models and concepts
- AI Frameworks :** Runway ML, Leonardo AI, Gamma, OpenAI.

RESEARCH CONTRIBUTIONS

- Rice Leaf Disease Detection through Deep Q-CNN: A Synergistic Approach with Reinforcement Learning**
 - Conducted original research integrating Deep Q-Learning with Convolutional Neural Networks (CNN) for accurate detection of rice leaf diseases, demonstrating strong experimental design and model evaluation.
 - Authored a research paper (under review in Iran Journal of Computer Science – Springer) highlighting the proposed model's superior performance in agricultural disease classification.
 - Implemented findings into a user-friendly application for real-time disease prediction, contributing to agricultural technology and precision farming. **[Under Review]**

Rice Plant Leaf Disease Detection Using CNN

- Published research in Journal of Emerging Technologies and Innovative Research (JETIR), a UGC-approved journal with an impact factor of 7.95, demonstrating strong academic contribution.
- Applied advanced artificial intelligence techniques to improve the precision and speed of rice leaf disease detection, driving innovation in agricultural technology. *[Research Paper]*

ACHIEVEMENTS

- **Cambridge English Preliminary English Test (PET)**, Achieved Grade B (Level B1) certification with a full score in Speaking, demonstrating strong proficiency in practical English communication skills. *(June. 2023)*
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