Gopal Krishna JS

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Summary

MCA student with strong foundations in computer networks and data structures. Experienced in Python, Java, C/C++, and data analytics. Interested in software engineering, backend systems, and network simulation.

Technical Skills

Languages: Java, Python, C/C++, SQL (MySQL), JavaScript, HTML/CSS, R
Tools: Git, Docker, Linux, AWS, GNS3, Figma, Adobe Suite , Unity 3D, Blender
Libraries: Pandas, NumPy, Matplotlib

Education

RV College of Engineering 2025 – 2027
Master of Computer Applications *SGPA: 8.63/10*
Sri Bhuvanendra College 2022 – 2025
Bachelor of Computer Applications *CGPA: 9.0/10*

Projects

Open Audit (AI Financial Auditing Platform) 2026 – Present
React, Node.js, PostgreSQL, Gemini API

- Architected an AI-driven auditing system to extract structured financial data from invoices and receipts using LLM-based pipelines.
- Designed and implemented a rule-based computation engine for automated tax calculation and anomaly detection.
- Built scalable RESTful APIs for audit reporting, fraud detection, and financial insights delivery.
- Integrated Gemini API to classify and validate financial records with contextual reasoning.
- Optimized backend workflows for high-volume document processing and reduced response latency.
- Developed modular architecture separating ingestion, processing, and reporting layers.

SD-WAN Hospital Network Simulator Jan 2026 – Present
Python, Flask, React

- Developed a real-time SD-WAN simulation to model hospital network traffic behavior.
- Built an interactive topology visualizer with live traffic updates.
- Simulated DDoS attack scenarios to evaluate system performance under stress.

Football Analysis 2025
Python, YOLOv5, OpenCV

- Built a computer vision pipeline using YOLOv5 to detect and track players and the ball in match footage.
- Extracted spatial and temporal player movement data through frame-by-frame analysis.
- Applied OpenCV techniques for video preprocessing, frame extraction, and noise reduction.
- Generated performance metrics such as player positioning, movement patterns, and ball possession trends.
- Visualized tactical insights using Matplotlib to highlight player heatmaps and match patterns.
- Processed and cleaned large video datasets to improve detection accuracy and consistency.

Certifications

- Introduction to LLMs and Prompt Design — Google Vertex AI (2024)
- Microsoft Fabric and Data Analytics — Microsoft (2024)
- Mobile App Development with Flutter — Infosys Springboard (2026)