Gundeboina Rahul

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OBJECTIVE

To secure a career opportunity, where I can showcase my knowledge on analytical and problem solving skills constructively along with a keen interest in developing products, I believe that my approach will be beneficial to the organization to a great extent.

EDUCATION

2019	Master Of Science Information Technology IIIT Hyderabad	**8.5 CGPA**
2016	BTECH Electrical and Electronics Engineering TKR Engineering college	**75%**
2012	NRI Junior college	**86 %**
2010	JMJ High school	**84%**

SKILLS

Java, HTML, CSS, Java Script, TypeScript, C, Python.
MySQL
Algorithms and Data structures
Google Android
React-native
Redux
JUnit

Hobbies

Reading books on Autobiographies Self-help.
Playing badminton
cooking.

ACTIVITIES

- Volunteering in 'MAC' (MAKE A CHANGE), NGO.
- Industrial visit to 'DRDL'(DEFENCE RESEARCH & DEVELOPMENT LABORATORY) For Mini Project (6-july-2015 to 6- august 2015) on Study of performance testing of various missile propulsion systems by measuring different physical parameters.

WORK EXPERIENCE

2019   **Software developer Intern at Amazon**

Alexa mobile application is a cross-platform application which is built using React-native with redux. I was part of entertainment channel which is responsible to connect to music services like Amazon Music. Choose a song or playlist and listen on your Alexa-enabled devices.

Designed a common progressbar component in object-oriented way so that it is reusable and whose properties can be changed depending on the API response for different media.

Implemented Adapter Design pattern for AlexaSlider. where the object is created depending on the API response and while consuming the slider in different places used the adapters to consume respective slider. Written unit tests for the implementation.

ACADEMIC PROJECTS

Project Name: DayBreak Music Player

Role: Team Leader   **Duration**: 1 month

Technologies Used: Google Android, Java

Description: DayBreak Music player is application software based on Google Android. The purpose of this project is to develop a player which can play the mainstream music file format. To browse and query the storage space as well as operation of adding, deleting, and playing can be realized. Meanwhile, this software can play, pause and select songs with play/pause button and next button according to users' requirement as well as setup songs' order etc.

Project Name: Plagiarism Detector

Role: Developer, Tester   **Duration:** 1 week

Technologies used: Java, Python

Description: This project focuses on the detection of similarities between the documents in the directory. Each of the methods that were used in this project will provide approximate percentage of similarities between the documents. Based on these results a final plagiarism verdict has to be presented for given text documents.

Project Name: Incremental Conductance MPPT using CUK Converter

Role: Team Lead   **Duration**: 2 months

Technologies Used: MATLAB

Description: This project presents simulation of incremental conductance maximum power point tracking used in solar array power systems. Contributions are made in several aspects of the whole system, including converter design, system simulation, controller programming. The resultant system is capable of tracking MPPs accurately and rapidly without steady-state oscillation.