Akash Reddy Jammula

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Available Fall 2024 for Internship

EDUCATION

Master of Science, CS– University of Wisconsin Milwaukee, Milwaukee, WI – 3.89 GPA   Expected May 2025
Bachelor of Engineering, CS – Chaitanya Bharathi Institute of Technology, Hyderabad, India – 8.3/10 GPA   Jun 2022

EXPERIENCE

LTIMindtree   **Jun 2022 – Jul 2023**
Senior Software Engineer   Chennai, India

- Worked as Velocity – Applications developer for Marsh Sponsored Program (MSP) in Marsh McLennan Company (US Client) in Property and Casualty a wing in the Insurance Domain.
- Collaborated with a team of 2 on an internal client migration project for Team AMBA from MSP, completed 10 days ahead of the deadline, saving $300K for Marsh, and earning client appreciation.
- Revamped and optimized automation jobs by overhauling existing database queries, leading a 30% reduction in query execution times, a 20% decrease in server load, and a 15% enhancement in overall system responsiveness.

Eclipse Collections - Contributor (open source) - GitHub   **Mar 2022 – Apr 2023**

- Elevated the quality of documentation by providing illustrative examples, attentively checking and correcting spelling and grammatical errors, and mentoring new developers on "good first issues", earned recognition as a "contributor".

SKILLS

- **Technical Languages**: Python, Java, C#, C, HTML, CSS, JavaScript, Angular JS.
- **Databases**: MySQL, Oracle DB, SQL Server.
- **Tools & Libraries:** Spring Boot, Junit5, Jenkins, Firebase, OpenCV, NumPy, TKinter, Postman API, Jira, Git, GitHub, Eclipse IDE, Visual Studio Code, Jasper Reports, Ivanti Neurons, Unity.
- **Operating Systems/Platforms**: Windows, macOS, Unix.
- **Cloud Services:** Amazon Web Services (AWS)
- **Relevant Coursework**: Cybersecurity, Server Side Internet Programming, Natural Language Processing, Immersive Technologies and 3D User Interfaces, Database Systems, Data Structures, Design and Analysis of Algorithms.

PROJECTS

Beat Saber VR Game - GitHub - Blog   **Oct 2023**

- Designed and modeled 3D assets, including cubes and saber prefab models, implemented custom music-synchronization system, enhancing the audio-visual experience by aligning cube spawns with the rhythm of the in-game music playback.
- Engineered game mechanics in Unity (C#) for precise cube spawning, slicing, & responsive destruction, and programmed cube behaviors, encompassing movement patterns, rotations, and collisions, ensuring an immersive VR experience.

DotStore – an online shopping website - GitHub   **Jul 2022**

- Ensured the creation of user-friendly interfaces for enhanced user experience. Implemented distributed client-server computing technology to strategically optimize the project architecture, ensuring seamless functionality & performance
- Employed a comprehensive tech stack, including Spring Boot, Angular JS, Java, MySQL, Junit 5 with Mockito approach, Postman, Eclipse IDE, and Visual Studio Code, to ensure robust development and testing workflows.

CrackBox - GitHub   **Mar 2022**

- Engineered a robust and cost-effective system for securely storing sensitive information with a primary focus on safeguarding user IDs and passwords using the Vigenère Cipher algorithm, elevating data security measures by 70%.

Extra Curricular's

- Part-time **Help Desk Consultant** at **UW Milwaukee**, delivering exemplary customer service with effective troubleshooting techniques, reducing issue resolution time by 25%, and boosting client satisfaction by 15%, while accurately documenting incidents, from August 2023 to the present.
- Actively volunteering for the **American Red Cross** Club, contributing time and effort to support the organization's humanitarian initiatives and community outreach programs.