

AKSHAY REDDY CHETHIREDDY

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PROFESSIONAL SUMMARY

Full-Stack Software Developer with strong foundations in computer science and hands-on experience building, debugging, and deploying web applications. Experienced with **React, REST APIs, Spring Boot, SQL/NoSQL databases**, and Git-based workflows. Proven ability to improve performance, write clean and maintainable code, and collaborate in Agile environments. Seeking an entry-level full-stack role to build scalable, user-focused applications.

EDUCATION

University of Massachusetts Lowell
Bachelor of Science, Computer Science
• **GPA:** 3.82/4.0

May 2026

TECHNICAL SKILLS

- **Programming Languages:** Python, Java, JavaScript, C++, C
- **Frontend:** React, HTML, CSS, JavaScript
- **Backend:** Spring Boot, Restful API, JWT
- **Databases:** MySQL, MongoDB, PostgreSQL, SQL
- **Tools & Platforms:** Git/GitHub, Linux, VS Code, Jenkins
- **Core Concepts:** Object-Oriented Programming, Data Structures, Algorithms, Problem Solving, Debugging, Testing

Work Experience

Indyapay **Dec 2023 - Dec 2024**
Hyderabad, India
Software Developer (Internship Program)
• Developed and maintained Java-based web applications with the Spring Framework that processed digital payments and transactions, resulting in reliable service for end-users
• Designed and implemented RESTful APIs with Spring Boot and JWT for user authentication, payment workflows, and third-party integrations, enabling secure and seamless transactions
• Built responsive frontend components with React and CSS, improving page load speed and accessibility for users across devices
• Managed and optimized MySQL and MongoDB databases by adding indexes and refactoring queries, ensuring data integrity and reducing query latency
• Participated in Agile/Scrum ceremonies, sprint planning, code reviews, and CI pipelines using JIRA, Git, and Jenkins, fostering team collaboration and timely delivery
• Debugged production issues, performed root cause analysis, and improved system stability.
• Used Git for version control and collaborated with cross-functional teams to deliver features on time.

Projects

Photo Magic **May 2025 - Jun 2025**
Lowell, MA
Umass Lowell
• Designed and implemented a deterministic image encryption and decryption system using bitwise operations and algorithmic state transitions.
• Performed pixel-level image processing and validated correctness across multiple inputs to ensure reliable round-trip encryption and decryption.
• Developed structured test cases to verify output integrity, edge conditions, and consistency of encrypted data.
• Debugged logic and performance issues by isolating failures and validating intermediate states.
• Strengthened understanding of software quality, verification, and maintaining correctness under controlled changes.

Sokoban Game **Jun 2025 - Jul 2025**
Lowell, MA
Umass Lowell
• Built a complete interactive puzzle game using object-oriented design with clear separation of game logic, state management, and rendering.
• Implemented rule enforcement, movement constraints, collision detection, and win-condition validation.
• Managed user input handling and real-time state updates for responsive gameplay.
• Debugged edge cases and logic errors through iterative testing and scenario-based validation.
• Improved application stability and maintainability by refactoring code into modular components.

Languages

- English (Professional)