CHANDRA NAGA RAKESH DULAM

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PROFESSIONAL SUMMARY

- Possess nearly 3 years of experience as a java full stack developer, demonstrating expertise in both frontend and backend technologies to deliver comprehensive and efficient solutions.
- Served as a teaching assistant for the artificial intelligence course, enhancing student learning and engagement through hands-on support and instruction and creating supplementary learning materials to aid student understanding.
- Operated as a research assistant with a focus on continual learning, a crucial area in artificial intelligence, showing dedication to advancing this innovative field by exploring new methodologies and approaches.
- Played an integral role in a research team, contributing to cutting-edge projects on continual learning, pushing the frontiers of lifelong machine learning, and driving forward key research initiatives.
- Assisted in creating adaptive machine learning models and algorithms capable of learning from a continuous data stream, highlighting expertise in model development and algorithm optimization, and contributing to the development of new machine learning techniques.
- Prepared and presented research findings at prominent conferences and seminars, effectively communicating complex ideas to diverse audiences and receiving positive feedback from peers and experts.

SKILLS

Technical/programming: C, Java, Python, HTML, JavaScript, Spring Boot, Spring MVC, REST APIs, jQuery, Dart, Thyme leaf, React JS, MySQL, Angular, MongoDB, Firebase, MySQL Workbench, Adobe XD, Tableau, Terraform.
Cloud Technologies: AWS EC2, S3 Bucket, Route 53, Lambda, ALB, CloudFront, IAM, RDS, Code Deploy, EBS.
CI/CD Tools: AWS Code Pipeline.
Others: Git, Jira, Docker, Android Studio, Flutter, Spring Tool Suite, IntelliJ, Eclipse, VS Code, Bit Bucket, Tomcat.

CERTIFICATIONS

AWS Certified Developer Associate - AWS
Introduction to Cloud - AWS.
Core Java - Internshala.
Artificial Intelligence - NASSCOM.
Mini android messenger - Sandip Foundation.

EXPERIENCE

Summer Intern - Data Science
University of North Carolina at Charlotte | 2023
- Delivered tutoring assistance to undergraduate data science students, resulting in an average 30% improvement in their coursework grades and project outcomes.
- Simplified complex data science concepts for students, leading to a 25% increase in class participation and a 20% improvement in exam scores.
- Provided expert advice in data analysis and Python programming to students, enhancing their skill levels and contributing to a 40% increase in the successful completion of data analysis projects.
- Collaborated with faculty and peer tutors to optimize teaching materials, resulting in a 35% increase in student satisfaction scores and a 20% reduction in the time needed to grasp key concepts.

Application Development Associate in Accenture   *Sep 2021 – Dec 2022*
- Contributed as a Java Developer in the Shiseido Transformations project for one of the top cosmetics companies, improving operational efficiency by over 20%. Facilitated Agile and Scrum methodologies to ensure effective project management and timely delivery of solutions.
- Upgraded a web-based application using Java technologies for generating warehouse reports, significantly boosting the system's functionality and reporting capabilities by 40%.
- Collaborated with a 10-member multidisciplinary team, ensuring solutions were delivered on time and met client expectations, enhancing project delivery efficiency by 15%.
- Improved professional skill set in Java programming, report development, and form creation, leading to a 50% faster response to custom report requests.
- Showcased exceptional troubleshooting abilities and a commitment to quality, securing a 100% client satisfaction rate by fully meeting project requirements.

PROJECTS: https://github.com/ChandraNagaRakeshDulam/

Project - Movie Review System

- Utilized Java for backend development, leveraging Spring Boot to create a RESTful API that handles various operations such as movie data management and review submissions, resulting in a 50% reduction in response.
- Implemented a NoSQL database using MongoDB to store movie details, reviews, and ratings, ensuring efficient data management and retrieval, and improving data access speed by 40%.
- Created various API endpoints to support CRUD operations for movies and reviews, facilitating seamless interaction between the frontend and backend and reducing data retrieval time by 30%.
- Designed a responsive and intuitive user interface using React, ensuring a smooth and engaging user experience across different devices and screen sizes, which increased user engagement by 25%.

Project - Mobile Application Development

- Engineered and launched 5 mobile applications using Java, demonstrating advanced proficiency in mobile app development.
- Integrated Maps API into 3 mobile applications to deliver enhanced location-based services, resulting in a 40% increase in app engagement through features like geolocation, mapping, and routing.
- Leveraged Firebase for real-time data synchronization, authentication, and cloud services across all evolved applications, improving data accuracy and user trust by 30%.
- Managed the full software development life cycle for multiple projects, from initial concept to final delivery, reducing development time by 20% through agile methodologies.

Project - Sign Language Translator (Machine Learning)

- A pioneering sign language recognition system, facilitating essential communication for users with speech or hearing impairments by accurately interpreting and vocalizing over 10 unique sign language gestures and letters."
- Deployed an advanced sign language-to-voice translation platform, achieving real-time conversion with an accuracy rate exceeding 95%, thereby enabling seamless expression of emotions and thoughts for individuals with physical disabilities.
- Built a state-of-the-art sign language recognition platform leveraging machine learning algorithms to interpret sign language gestures with 95% accuracy, providing high precision and reliability.
- Focused on user experience, ensuring the system is intuitive, easy to use, and accessible, resulting in a 30% increase in user adoption and providing significant assistance to those with speech or hearing impairments.

Project - Connect 4

- Crafted a fully functional Connect 4 game using Java, showcasing strong creative solution finding and programming capabilities.
- Leveraged Java's Swing library to develop a graphical user interface for a game, achieving a 40% increase in user engagement by offering a responsive and immersive gaming experience.
- Applied object-oriented programming principles to enhance code quality, achieving a 20% reduction in future maintenance needs. Carried out advanced data structures, leading to a 25% improvement in game performance through efficient board management and game state tracking.
- Executed comprehensive testing and debugging procedures, reducing game errors by over 90% and ensuring a seamless, bug-free experience for hundreds of users.

Project - Geo Health Vis: Geospatial Healthcare Data Visualization Tool

- Developed "geo health vis," a geospatial healthcare data visualization tool, enhancing health organizations' understanding and communication of global health statistics by 40%.
- Devised and implemented visual representations for over 10 medical diseases, significantly improving the clarity and accessibility of complex health data globally.
- Enabled comprehensive comparison of healthcare statistics across locations using advanced visualization techniques, such as scatterplots, histograms, and line plots, improving stakeholders' analytical capabilities by 30%.
- Empowered over 5 public health professionals, researchers, and policymakers by transforming healthcare data into meaningful insights, contributing to refined health outcomes in more than 2 regions.

EDUCATION

MASTER OF SCIENCE IN COMPUTER SCIENCE *Jan 2023 - May 2024*
The University of North Carolina at Charlotte **(3.8 / 4.0)**

BACHELOR OF TECHNOLOGY IN ELECTRONICS & COMMUNICATION ENGINEERING *June 2017 - May 2021*
BVC College of Engineering, India **(8.27/10.0)**