

# DANIEL J SADANANDA

• DEVELOPER • INNOVATOR • PROBLEM SOLVER



[danielsadananda7@gmail.com](mailto:danielsadananda7@gmail.com)



<https://www.linkedin.com/in/daniel-j-sadananda-440489300>



<https://danielsince2001.github.io/danieljs-7.github.io>



<https://www.hackerrank.com/profile/danieljsadananda>



<https://github.com/DANIELSINCE2001>



+91 8431955548



+91 7795229860



RavindraNagar,Hassan,Karnataka -573201[INDIA]



## PROFESSIONAL SUMMARY

"Enthusiastic **Java developer** with a passion for **Full Stack Development**,specializing in **Java Web Applications**.Experienced in leveraging Java for robust web solutions.Proficient in **Unity Game Engine** for the development of **2D,3D Games** and **AR applications**,seeking to merge technical expertise with creative innovation in the tech industry.Dedicated to staying updated with the latest trends and technologies to drive impactful results in **software development**."



## EDUCATION

DEGREE/ GRADE	INSTITUTION	SCORE
B.E – CSE	Rajeev Institute of Technology, Hassan	8.11/10 CGPA[2024]
12 <sup>th</sup> (PCMB)	BGS PU Science College, Hassan.	89%[2019]
10 <sup>th</sup> (SSLC)	Sri Adichunchanagiri English Medium School , Hassan.	88%[2017]



## TECHNICAL SKILLS

- ✓ Excellent Knowledge of **Java** .
- ✓ Excellent Knowledge of **Spring framework** and **SpringBoot**.
- ✓ Better knowledge of **ReactJS**.
- ✓ Good knowledge of **HTML, CSS** and **JavaScript**.
- ✓ Good knowledge of **JSP** and **Servlets**.
- ✓ Good knowledge of **JDBC** with **MySQL**.
- ✓ Better knowledge of **Unity**(Game Engine) .
- ✓ Good knowledge of **C** and **Python**.



## AWARDS

- ✓ **1<sup>st</sup>** place in **Chess Tournament** organized at **Rajeev Institute of Technology, Hassan** during **Annual Sports Day**.
- ✓ **Won trophy** for the **8<sup>th</sup>place(Top 10)** in **Inter District Open Chess Tournament** at Hassan which was organized on October 1,2023.
- ✓ **Awarded a Memento** from Hassan Chess District Association for the implementation of **Java Web Application** for Kadamba Chess Academy , Hassan.



## EXPERIENCE

- ✓ Interned at **ARK Info Solutions,Bangalore** , gaining hands-on experience in **AR technology** using **Unity Game Engine**.



## CERTIFICATIONS

- ✓ **Programming in Java(NPTEL-IIT Kharagpur)**Jul-Oct 2022.
- ✓ **Data Structure And Algorithms Using Java(NPTEL-IIT Kharagpur)**Jul-Dec 2023.
- ✓ **The Joy of Computing using Python(NPTEL-IIT Madras)**Jan-Apr 2023.
- ✓ **Data Base Management System(NPTEL-IIT Kharagpur)**Jan-Mar 2023.



## HOBBIES

- ✓ **Chess ,Cricket and Reading**



# PROJECTS

- ✓ **My portfolio:-** <https://danielsince2001.github.io/danieljs-7.github.io/>
    - Technologies used for implementation :-
      - ❖ **React JS**
  
  - ✓ **Java Web Application** implemented for our Kadamba Chess Academy, Hassan-573201.
    - **Website :-** <https://www.kadambachessacademy.in>
    - **GitHub Repository:-**<https://github.com/DANIELSINCE2001/KCA-JAVA-WEB-APPLICATION>
    - Technologies used for implementation :-
      - ❖ **Java Servlet Pages(JSP) ,HTML, CSS and Javascript** at Frontend .
      - ❖ **Servlets** for handling Client request .
      - ❖ **MySQL database** to store data (images,texts) at Backend.
      - ❖ Used **Amazon AWS Virtual Server**for Hosting.
      - ❖ Used **Ubuntu as an Operating System** at Virtual Server for handling instance services.
      - ❖ **Tomcat Server** for running the Project.
      - ❖ Used **NGINX Server** for directing our Virtual Server IP Address (domain name) on browser. It helped for directing to the port number of the **TomcatServer** (8080) where our Project is running.
      - ❖ Installed **SSL Certificate for the website** with the help of **NGINX Server and Cert-bot**.
  
  - ✓ **Final Year Project : Deep Fake Video Detection using Neural Networks.**
    - Technologies used for implementation :-
      - ❖ Frontend :**HTML ,CSS and JavaScript**.
      - ❖ Backend:
        - Language: **Python**.
        - **Flask** : as a framework .
        - **Keras and Tensorflow** : are deep learning API's which are used to build the layers to do training and prediction of Deep Fakes.
  
  - ✓ **Front End Application :She Share Vacation Rentals.**
    - **GitHub Repository :-**<https://github.com/DANIELSINCE2001/FRONTEND-RENTAL-WEBSITE>
    - Technologies used for implementation :-
      - ❖ Frontend :**HTML ,CSS and JavaScript**.

The website aims to connect women who want to rent their properties with women who are looking for accommodations. The target audience is females, and the goal is to create a safe and trusted platform for women travelers.
  
  - ✓ **Medical Store Management System (DBMS) : mini project 6<sup>th</sup> sem.**
    - **GitHub Repository:-**<https://github.com/DANIELSINCE2001/MEDICAL-STORE-MANAGEMENT-SYSTEM>
    - Technologies used for implementation:-
      - ❖ Frontend :**HTML ,CSS and JavaScript**.
      - ❖ Backend :**PHP, MySQL**.
      - ❖ **Apache** as a Server .
- 

**DECLARATION :-** "I am a dedicated and highly motivated individual with a strong academic background and a passion for continuous learning .I posses excellent communication and teamwork skills ,along with a proven ability to adapt to new challenges. With a focus on achieving goals and a commitment to excellence, I am confident in my ability to contribute effectively to any team or organization .Thank you for considering my application."

---