

GANESH YALAKALA



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Ganesh_y#9858

ABOUT ME

Seeking a challenging position in a dynamic company where I can apply my skills and knowledge as a computer science student, launch my career, and build a valuable skill set.

SKILLS

Programming

- C
- R
- Python
- Java

Web Development

- HTML
- CSS
- Java Script

UI/UX Design

- Figma
- Pen Pot

Data Base

- My SQL

Game Development

- Unity
- Build Box

Developer Tools

- Git Hub
- Dhiwise
- Visual Studio Code

WORK EXPERIENCE

● 2023-2023 Intern at Constructn.ai

Present

Role : Intern

- Interned at Constructn.ai, an automated construction monitoring platform.
- Contributed to enhancing efficiency, accuracy, and decision-making through AI-powered data analysis.
- Worked with prestigious clients and gained valuable industry experience
- Contributed to real-time alerts and customizable reports, reducing project risks and aiding better decision-making.

● 2021 -2022 Intern at Ecommerce Startup In |Bhimavaram online|

3 months

Role : E-commerce Platform Administrator

- Managed product listings and inventory on the Bhimavaram Online e-commerce platform.
- Added new products, updated prices, and ensured stock availability to facilitate smooth online sales operations.
- Worked closely with suppliers and vendors to maintain accurate product information and negotiate pricing agreements.

● 2023-2023 Worked In MCR Web Solutions

2 month

Role : Data Entry Specialist

- Verified the vital status of individuals through comprehensive research and cross-referencing public records
- Ensured compliance with data protection regulations while updating the party's website with verified information
- Collaborated with team members to address data discrepancies promptly

EDUCATION



Sagi Rama Krishnam Raju Engineering College

2021-2025 B.Tech. in Computer Science
and Design (Pursuing)



Narayana Junior College

2019-2021 Intermediate in MPC



Vishnu School

2017-2019 I completed my Xth class at
Vishnu School

PROJECTS

Web Development : Dynamic Calculator

I Created a dynamic calculator website from scratch using HTML, CSS, and JavaScript. Designed and developed an intuitive user interface that allows users to perform various mathematical calculations quickly and accurately.

- Developed the front-end of the calculator website using HTML and CSS, ensuring a clean and visually appealing design.
- Implemented interactive features using JavaScript, including arithmetic operations (addition, subtraction, multiplication, division), percentage calculations, and clear/reset functionality.

Technology Used : HTML, CSS, Java Script .

Website: https://ganeshy93.github.io/OBISIP_TASK2_LVI/

Web Development : To-Do List Task Management

I Created a dynamic calculator website from scratch using HTML, CSS, and JavaScript. Designed and developed an intuitive user interface that allows users to perform various mathematical calculations quickly and accurately.

- Created an intuitive user interface using HTML and CSS, ensuring a user-friendly design and seamless navigation.
- Implemented dynamic functionality using JavaScript, allowing users to add tasks, mark them as completed, and delete tasks from the list.

Technology Used : HTML, CSS, Java Script .

Website: https://ganeshy93.github.io/TO_DO_LIST/

PARTICIPATIONS

Hackathon Prajwala 2K23

- Participated in PRAJWALAN2K23 24Hours Hackathon, building an alumni community app using React Native and LinkedIn APIs.
- Collaborated with a team of six members to overcome coding errors and challenges, successfully developing features such as a chatbot and login authentication with email, password, LinkedIn, and Google.
- Gained valuable skills in teamwork, problem-solving, and effective communication while receiving positive feedback for the project.

Swecha Freedom Fest

- Volunteer Event Planner
- Helped to plan and execute the event, which attracted over 1,000 attendees
- Developed skills in event planning, teamwork, and public speaking

Department Fest

- AI APEX Event Organizer
- Organized and executed AI Apex, an event that challenged participants to get answers from Chat GPT by asking questions in a different way.
- Received positive feedback from participants and the department for the event's innovative concept and engaging challenges.
- Developed skills in event planning, problem-solving, and communication by coordinating with participants, managing logistics, and troubleshooting on-site issues.
- Awarded prizes to the top participants.

COURSE WORK SUBJECTS

- Design Thinking
- Data Base Management
- Full Stack Web Development
- App Development
- UI/UX Designing
- Game Development
- Data science
- Linux Administration

CERTIFICATIONS



HACKER RANK

Hacker Rank Skill Certification SQL
ID : EC23DAEDC164

View: <https://www.hackerrank.com/certificate/>



UDEMY

Certificate Of Completion UI/UX Design
With Figma
ID : UC-9886-b19494041919

View: <https://www.udemy.com/certificate/>

Web Development : Restaurant Website

Developed visually appealing and responsive frontend for a restaurant website, including 11 pages, using HTML, CSS, and JavaScript. Implemented user-friendly features like table booking, streamlined food ordering with delivery services, engaging blog content, informative "About Our Restaurant" page, multimedia integration for showcasing interior architecture and food preparation videos, "About Our Chefs" page for customer reviews, customer helpline, and map integration for easy location finding.

- Utilized multimedia integration techniques to display captivating videos of the restaurant's interior architecture and food preparation on the homepage, effectively communicating the restaurant's cleanliness and commitment to quality.
- Developed an impressive restaurant website frontend, comprising 11 pages, utilizing HTML, CSS, and JavaScript to create visually appealing and responsive designs.
- Implemented a user-friendly booking table form, allowing customers to easily reserve tables and enhance their dining experience.

Technology Used : HTML, CSS, Java Script.

Website: <https://ganeshy93.github.io/SpicyRestaurant/>

UI/UX DESIGN

Developed a comprehensive college app in Figma with 12 frames, utilizing UI/UX principles for exceptional user experience. Included visually engaging splash screen, seamless login/sign-up flow, departmental social media integration, real-time updates through APIs, intuitive navigation with menu frame, engaging events page, group chat functionality, and easy access to college web portals.

- Designed an engaging and visually appealing splash screen with animation to captivate users from the start.
- Created a user-friendly login interface for students, ensuring a seamless login experience.
- Developed a sign-up flow for new students, allowing them to create accounts easily and efficiently.
- Utilized prototyping to enable smooth transitions between login, sign-up, and home frames.

Technology Used : Figma, UI/UX principles, Figma prototyping.

Prototype: <https://www.figma.com/proto/csd>

Design Thinking

Problem: Bachelor Room Curry Problems

- Empathize: Interviewed students to understand their needs and pain points. Learned that students were eating unhealthy curries from outside, which was causing health problems and was expensive.
- Define: Defined the problem as "Students in Bhimavaram are eating unhealthy curries from outside, which is causing health problems and is expensive." Identified the following user needs: Healthy and affordable curries, Convenient way to order curries.
- Ideate: Brainstormed a number of solutions, and eventually settled on a solution where we would contact some houses to prepare home-made curries and sell them through an online e-commerce platform at a lower price.
- Prototype: Created a prototype of our website and tested it with students. Received positive feedback from students, who said that they would be interested in using the website.
- Test: Launched the website and started selling curries. Were able to provide students with a healthier and more affordable option for curries, but did not generate enough revenue to be sustainable.

Technology Used : Google Forms, Excel ,power point

View: <https://www.canva.com/design/>

Game Development With Unity

This is a 3D game where the player runs and avoids enemies and landmines. The player scores points by collecting coins. If the player touches a landmine three times, the game is over. The game was developed using Unity and C#..

- Developed a 3D game using Unity and programmed in C#.
- Implemented player controls for running and dodging enemies.
- Designed gameplay mechanics where the player collects coins for score increment.
- Implemented a game over condition when the player touches three landmines.
- Organized game assets in the "Assets" folder for efficient project management.
- Debugged and resolved numerous errors encountered during development.
- Created scripts for character movements, enemy behavior, and game logic.
- Designed and implemented the background scenery to enhance player experience.

Technology Used : Unity, C#.

View: <https://drive.google.com/drive/folders/>