CH. GAYATHRI

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OBJECTIVE

Aspiring to work under reputed organization where I can get an opportunity to explore my technical skill s and to the best of my abilities and enhance new technologies and skills, and contribution to organization as well as to excel in my career with my personal skills.

EDUCATION

B. Tech in Information Technology, III Year	2022- 2026
Prasad V Potluri Siddhartha Institute of Technology, Vijayawada **CGPA- 7.99/10**	
Intermediate – Narayana Junior College, Vijayawada – 9.5	2020- 2022
Secondary School – Ideal high school (SSC)- 9.8/10	2019- 2020

PROJECTS

Github : Your Repositories

Snake Game Using Python:

1. **Game Development**: Created a classic Snake game using Python and the turtle library, implementing core game mechanics such as player movement, food collection, and growth of the snake.

2. **Collision Detection**: Integrated collision detection for various events, including snake's collision with the screen borders, its own body, and the food, triggering score updates and game-over conditions.

3. **Dynamic Gameplay**: Designed an interactive user interface displaying real-time score updates, and implemented game-over screens, enhancing user experience with smooth controls and a gradually increasing difficulty level.

Foodie Space:

1. **Static Website Development**: Built a static food recipes website using HTML and CSS, focusing on clean, well-structured code to ensure easy navigation and readability.

2. **Recipe Presentation**: Organized and displayed various food recipes with essential details such as ingredients, preparation steps, and images for a user-friendly experience.

TECHNICAL SKILLS

Programming: C, Java, Python, Java Script (Basic)

Web Technologies: HTML, CSS.

Database: SQL

CERTIFICATIONS

- Online course on "Basics of Python" in Infosys
- Online course on "Programming using C++" in Infosys
- Online course on "C Programing" in NPTEL.
- Online course on "Completion of Java Training" in Spoken Tutorial
- Online Course on "Completion of Python Training" in Spoken Tutorial