Govardhan Arikatla

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Skills

Programming Languages: C#, Python, Java
Web Development: Html, Css, JavaScript, React, Django, Flask, SpringBoot, REST APIS, Node JS, ASP .Net, GraphQL
Developer Tools: Jenkins, Maven, Git, Junit, Jira, Selenium, Eye automate, Agile, Linux
Databases: MySQL, PostgreSQL, MongoDB
Cloud technolgies: Amazon Web Services(EC2, ELB, RDS, and S3), Microsoft Azure, Docker
Big Data frameworks: Hadoop, Spark, Spark-streaming, Kafka

Work Experience

Medintu Solutions   **August 2021 – July 2022**
Software Engineer   *Hyderabad, India*
- Orchestrated 15% enhancement of a web application through the strategic integration of **HTML, CSS, Javascript, React JS, C#, ASP.Net Core Framework,and PostgreSQL services**, resulting in streamlined processes and improved user experience
- Successfully designed REST APIs utilizing ASP.NET Web API for optimized data interaction between new communication portal and database, reducing data processing time by 30%.
- Improved the web application scalability by deploying with **Amazon Web Services** infrastructure, resulting to **25% reduced latency** and increase in the web application responsiveness.
- Demonstrated proficiency in GIT source code management, leading to a 20% decrease in deployment time and a 15% boost in version control precision.
- Development of web application has reduced end-to-end onboarding time for business management by 40%, streamlining design and business intelligence.

Tietoevry   **August 2020 – July 2021**
Software Engineering intern   *Stockholm, Sweden*
- Designed aging signs user interface using **HTML, CSS, JavaScript, and React JS** impacting **25%** reduction in form validation errors and 15% improvement in user experience.
- Led Agile development using Scrum, reducing development cycles by 20% and improving collaboration.
- Implemented containerization of web application utilizing Docker and Kubernetes services, resulting in 30% improvement in the scalability of the application.
- Implemented database objects like Tables, Views, Stored Procedures, User Functions seamlessly to integrate into web components, achieving a 40% decrease in database query response time.

Projects

Web application for movie name prediction based on movie scripts | *Python, NLP, Jupyter Notebook*
- Engineered and led the deployment of an web application to analyze text from 50 movie scripts, and predicting the movie names from that text.
- Trained a machine learning model using movie scripts data to predict movie names with text from movie script as user input data. Selected and deployed the model with 80% prediction accuracy.

Mobile Application Development | *Flutter, Android studio*
- Developed the "Pass the Challenge" game application during a university mobile application technologies workshop using **Flutter, Figma for front end development and Android-SDK, Java programming language, and MongoDB** for backend server implementation to store user stories. Achieved 2nd place out of 25 teams in the workshop.
- Conducted real-world testing of the Pass the challenge game application in a university setting, included actionable feedback from 250 student participants via survey questionnaires to drive iterative improvements and enhanced **user experience.**

Education

University at Buffalo, The State University of New York   **August 2022 - December 2023**
Master of science in Computer Science & Engineering   Buffalo, NY
Blekinge Institute of Technology   **July 2020 - July 2021**
Bachelor of Science in Computer science   Karlskrona,Sweden

Publications

Published a research paper on "prediction of movie name from plot of a movie as user input", under the supervision of Dr. Suejb Memeti.