Hemanth Narayana Gangula

Visakhapatnam , Andhra Pradesh

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Education

Gandhi Institute of Technology and Management   Aug. 2022 – May 2026
Bachelor of Science in Computer Science   *Visakhapatnam, Andhra Pradesh*

Sri Chaitanya Bhaskar Bhavan   2020 – 2022
Intermediate Education (MPC)   *Hyderabad, Telangana*

Experience

Hindustan Coca-Cola Beverages Pvt. Ltd.   April 2025 – May 2025
Intern   *Visakhapatnam, Andhra Pradesh*

- ∗ Conducted UX research on the SFA 2.0 mobile app, identifying critical UI glitches in the promo-schemes module.
- ∗ Architected and implemented a responsive frontend prototype (HTML/CSS/JavaScript) to streamline promo-scheme workflows for pre-sellers.
- ∗ Created a help desk website with multilingual video tutorials, scheme comparison visuals, and a chatbot for field support.

Projects

Mystical Tower: AI Chatbot Puzzle Game | *Python, Flask, JavaScript, HTML/CSS*   **GitHub | March 2025**

- ∗ Developed an interactive puzzle game with an AI-powered chatbot guiding players through challenges.
- ∗ Implemented Depth-Limited Search for intelligent hints, Random Restart Hill Climbing for difficulty optimization, and First-Order Logic for rule-based puzzle evaluation.
- ∗ Built a responsive frontend with HTML, CSS, JavaScript, featuring an intuitive chat interface and progress tracking.
- ∗ Created a Python/Flask backend to manage game logic, AI processing, and state management.

Futuristic Medicine E-Pharmacy | *HTML, CSS, JavaScript*   **GitHub | Live Demo | 2024**

- ∗ Developed a sleek and modern e-pharmacy platform, ensuring a seamless user experience for browsing and purchasing medicines.
- ∗ Designed an intuitive admin dashboard for efficient inventory management and real-time order tracking.
- ∗ Built a visually engaging UI with a futuristic design, leveraging HTML, CSS, and JavaScript for smooth interactions.

AR Furniture App | *React Native, Three.js, ARKit, Firebase*   **September 2024**

- ∗ Developed an AR-based mobile app that allows users to visualize furniture in their space before purchasing.
- ∗ Implemented real-time object placement using Three.js and ARKit for iOS devices.
- ∗ Integrated Firebase for user authentication and saving customized room layouts.

Amour – College Dating App | *(Figma Prototype)*   **November 2024**

- ∗ Designed a Figma prototype for a college-focused dating app.
- ∗ Created an intuitive user interface with profile matching and messaging features.
- ∗ Focused on a clean design and smooth user experience tailored for students.

Technical Skills

Programming Languages: Python, Java, C, JavaScript, HTML/CSS, SQL
Developer Tools: VS Code, Jupyter Notebook
Design Prototyping: Figma, Adobe Photoshop, Canva

Competitions Hackathons

Smart India Hackathon 2024 | *National-Level Competition*   **2024**

- ∗ Proposed **Relic**, an interactive platform to showcase India's cultural heritage using immersive technology.
- ∗ Ideated a VR-based experience leveraging **Three.js** and **WebGL** for virtual heritage exploration.
- ∗ Collaborated with a team to refine the concept and present a scalable solution to industry experts.

Flipkart Grid 6.0 Hackathon Participant | *Tech Challenge Online Competition*   **2024**

- ∗ Competed in Flipkart Grid 6.0, solving industry-relevant problem statements in a national-level tech challenge.