

# Hritam Rao Palli

Software Developer

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Barasat, West Bengal, India

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## EDUCATION

### Bachelor of Technology(B.Tech)

IIIT Kalyani

08/2019 - Present

7.5 CGPA

Course  
- Computer Science and Engineering

### Higher Secondary Education(12th)

Sri Prakash Synergy Peddapuram

05/2018 - 05/2019

85.2%

Course  
- CBSE

### Secondary Education (10th)

Kendriya Vidyalaya O.N.G.C RJY

05/2016 - 05/2017

10 CGPA

Course  
- CBSE

## WORK EXPERIENCE

### Software Engineer Intern

Accolite Digital

02/2023 - 07/2023

Hyderabad, India

Achievements/Tasks

- Developed workspace seat booking system using Spring Boot and Angular, streamlining reservations and enhancing efficiency
- Automated salesman commission calculations, enabling real-time tracking of sales performance
- Created visually engaging single-page websites with Spring Boot and Angular for seamless user experiences
- Designed intuitive interfaces and secure backend functionalities
- Utilized JUnit and Mockito for high-quality testing
- Recognized for successful projects and improved efficiency

## SKILLS

C++

Java

Data Structures and Algorithms

Operating Systems

Object-Oriented Programming

Full Stack Development

DBMS

Mockito

JUnit

Springboot

Angular

H2 Database

MySQL

JavaScript

CSS

HTML 5

Python

## PERSONAL PROJECTS

### Shopping Website (06/2023 - 07/2023)

- Developed user-friendly shopping website from scratch using Angular (frontend) and Spring Boot as backend
- Implemented key features: product catalog, user authentication, shopping cart, and secure payment processing
- Utilized version control for efficient code management and seamless integration of frontend and backend components.

### Tumour Cell Detection using LBP (06/2022 - Present)

- Collaborating as a team to develop and improve a Python-based project for the early detection of tumour cells using Machine Learning and Local Binary Pattern (LBP) concepts
- Employing MLP (Multilayer Perceptron) for training LBP images and incorporating various LBP variants to enhance detection accuracy from 71% to 92.2%
- Aiming to further enhance accuracy above 95% while ensuring minimal effort and time consumption for earlystage tumour detection

### Voting System (05/2022 - 06/2022)

- Created a Python-based Voting System, utilizing Python for both server-side scripting and client-side functionality
- Designed and developed the user interface (UI) using Python, focusing on the interaction between users and the server
- Incorporated principles of Signals and Systems to ensure efficient communication and reliable voting mechanisms

### Cave Man Game (02/2021 - 03/2021)

- Developed a Java-based 2D shooter game using Android Studio and MySQL, incorporating OOPS (Object-Oriented Programming) concepts
- Created an engaging and interactive gaming experience with captivating visuals and gameplay mechanics

## LANGUAGES

English,Hindi  
Native or Bilingual Proficiency

Telugu,Bengali  
Professional Working Proficiency

## OTHER INFORMATION

Led team of 3 in 2022 GRID 2.0 Challenge, covering e-commerce, Electronic Invoicing, Fashion Intelligence, and Noise Detection.

Interest:-Football,Reading Books,Calligraphy,Drawing,Gaming