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

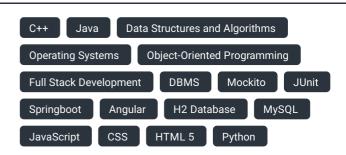
Accolite Digital

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



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 02.2%
- 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

Telugu,Bengali

Native or Bilingual Proficiency

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