

KEERTHI SEELA

International Institute of Information Technology, Hyderabad

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Keerthi-Seela-git

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9391615808

Bangalore,India

EDUCATION

B.Tech ECE (Electronics And Communication)

International Institute of Information Technology,
Hyderabad

July 2023 – Ongoing

Gachibowli, Telangana

- Current CGPA - 7.64

Pre University Course (PUC) in MPC

Rajiv Gandhi University Of Knowledge And
Technologies, RK Valley

2021 - 2023

Idupulapaya, Andhra Pradesh

- Secured 95%

TECHNICAL SKILLS

C C++ Data Structures Python FPGA Manim
HTML CSS Javascript Mernstack Arduino Coding
MS Excel Git Flask RISC-V ISA MYSQL

Other Skills:

MATLAB SPICE Verilog HDL MAGIC Layout Design
Adobe PhotoShop

COURSES TAKEN

- C-Programming
- Data Structures And Algorithms
- VLSI Design
- MATLAB Onramp
- Simulink Onramp

HOBBIES

- Photography
- Video and Photo editing
- Reading novels.
- Listening to Music.
- Mentoring.

Other Activities:

- Served as Apex Mentor-2024
- Hosted the Techno Cultural fest- Felicity
- Student Coordinator for our batch

ACHIEVEMENTS

- Reliance Foundation scholar since 2023

PROJECTS

- Sudoku Solver | DSA, Backtracking**
 - Designed and implemented an efficient backtracking algorithm to solve 9x9 Sudoku puzzles.
 - Utilized data structures for board representation and implemented constraints to ensure solution validity.
 - Developed a user-friendly interface for input and output of Sudoku puzzles.
- Euterpe & IITinder | Python, HTML, CSS,JavaScript, Flask**
 - To make a music website from scratch, where we can browse the songs of star musicians, and get updates of their releases.
 - A Tinder like website but to find roommates with common interests and preferences
- Database Management for IPL | Python, MYSQL**
 - To provide a centralised and reliable source of information related to analysis of IPL-related data using an interactive terminal.
- Distributed File System | C**
 - A file system which functions like Hadoop Distributed File System with multiple client feature
- Simon Says Game Using Arduino UNO**
 - Designed and implemented an interactive memory-based game using Arduino, integrating push buttons, LEDs, buzzers, and an OLED display.
 - Developed game logic with Progressive and Random modes, dynamically increasing difficulty levels.
 - Programmed score tracking, real-time feedback, and user interface for enhanced player experience.
 - Applied circuit design and microcontroller programming skills to build a functional and engaging electronic game
- Visualization Of Holographic Communication Using Manim**
 - Designed and animated visual explanations of complex concepts from research paper based on Holographic Communication Using Large Intelligent Surfaces using Manim, enhancing clarity and engagement.