

SAIRAMAKRISHNA GAJULA

Hyderabad, India | srksai27@gmail.com | 9133003764 | [Linked In](#) | [GitHub](#) | [Project Portfolio](#)

OBJECTIVE

Aspiring software developer with a strong passion for coding and a drive to learn new technologies. Seeking a position to apply my technical skills and contribute to innovative software solutions

Experience

Wipro - Hyderabad - Associate

April 2023 - February 2025

- Debugged and reviewed Python code to ensure smooth and error-free performance.
- Resolved escalated bugs and proactively fixed issues as they arose, contributing to the smooth and optimal operation of the web application.
- Contributed to the development of application features using Python, adhering strictly to project specifications and timelines.
- Wrote clean, efficient, and well-integrated code for feature implementation across the application.
- Worked with MySQL to retrieve and manage data, ensuring efficient database operations.
- Good knowledge of APIs and RESTful APIs.
- Participated in client meetings to gather and clarify requirements, ensuring alignment with development goals.
- Provided daily task updates and progress reports as part of routine duty tracking and team collaboration.

TECHNICAL SKILLS

Languages & Web Technologies : Python(OPP, Scripting, Problem-Solving), SQL , HTML, CSS, Basics of C,C++ & JavaScript,

Databases : MySQL, Microsoft Access

Frameworks : Flask, Django(beginner), Phaser(html framework).

Tools & Technologies : VS code, CMD, GitHub.

Soft Skills : Excellent communication, Time Management, Critical thinking, Problem solving, Decision-making.

Projects

Color Sorting Playable Ad (Phaser.js, HTML, JavaScript, CSS)

Developed an interactive playable ad for a color sorting puzzle game using Phaser.js, HTML, JavaScript, and CSS. The ad features drag-and-drop mechanics, an auto-play tutorial and a 5-minute timer that triggers a Play Store redirect upon completion. Optimized for mobile devices, it includes smooth animations and background music to enhance user engagement.

Egg Catcher – Python . Feat Chatgpt.

Developed an engaging Python game using Pygame, featuring animated character movement, increasing difficulty, and an interactive scoring system with special events. Implemented background music, a restart functionality, and dynamic game mechanics to enhance user experience.

Terminal-Based Tic Tac Toe Game (Python)

I created a two-player Tic Tac Toe game in Python that runs in the terminal. The game features a turn-based system, dynamically updates the board after each move, and accurately detects win or draw conditions using clear, straightforward logic. It also includes input validation to prevent invalid or repeated moves, ensuring a seamless gameplay experience. This project allowed me to reinforce my grasp of core Python concepts like functions, loops, conditionals, and handling user input.

Image Slider with Animation (HTML, JavaScript, CSS - Anime images)

Developed a responsive Image Slider with Animation using HTML, CSS, and JavaScript. The slider displays a collection of anime images with smooth transition effects, including fade-in, slide. Implemented automatic and manual navigation controls, ensuring a seamless user experience. Designed with CSS animations and keyframes to enhance visual appeal.

EDUCATION

MBA / St. Martins Engineering College / 2023 / 7.0

B.com (Computer's) / St. Daniel's degree College / 2020 / 8.1

C.G.A (Computer Graphics and Animation / St. Daniel's Junior College / 840

SSC / Sree Tagore High School / 2015 / 8.0

ACHIEVEMENTS & CERTIFICATIONS

- Received Rewards and Recognition Awards for meeting client at Wipro (2023- 2024).
- Cretification on web development by cursa on completion of web development course online.