Mareddy Lohith Reddy

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Training

Cloud Computing   Jul 2024 – Oct 2024
NPTEL   *Remote*
- Gained in-depth knowledge of cloud architecture, virtualization, and deployment models (IaaS, PaaS, SaaS).
- Explored cloud platforms such as AWS and Google Cloud to learn storage, computing, and security services.
- Created and deployed a scalable cloud-based application utilizing serverless computing and containerization.

Data Structures and Algorithms   Jun 2024 – Jul 2024
Board Infinity   *Remote*
- Mastered 10+ fundamental data structures which includes arrays, linked lists, stacks, queues, trees, and graphs.
- Designed and optimized 50+ algorithms to tackle real-world problems which emphasizes time and space complexity using C++.
- Built a Library Management System handling 1,000+ book records and 500+ user transactions to integrate search, issue, and return functionalities for efficient data retrieval and management.

Projects

EchoNest Website | JavaScript, Express.js, Node.js, MongoDB, EJS, Passport.js, Bootstrap | Link   **Feb 2025**
- Developed a full-stack travel listing platform which allow users to explore, create, and oversee 250+ travel listings.
- Integrated secure user authentication using Passport.js and bcrypt to safeguard 1,200+ accounts and decrease unauthorized access by 90%.
- Managed and resolved 100+ weekly technical support tickets to improve customer response time by 40%.
- Enhanced user experience and mobile responsiveness using Bootstrap and achieved a 98% Lighthouse performance score.

- Deployed and maintained the application on Render to ensure 99.9% uptime and scalable performance.

GameVerse Website | React.js, JavaScript, Tailwind CSS | Link   **Nov 2024**
- Designed an engaging gaming platform featuring 10+ interactive mini-games which includes Tic-Tac-Toe, Snake, Rock-Paper-Scissors, Whack-A-Mole, and Guess the Word.
- Engineered a secure authentication system with form validation to protect 2,500+ user accounts and ensure seamless user experience.
- Optimized performance using React.memo, useCallback, and useEffect to reduce component re-renders by 35% and maintaining a stable 60 FPS frame rate.
- Integrated real-time multiplayer functionality using WebSockets which supports up to 50 concurrent players per session.

Certificates

The Complete Full-Stack Web Development Boot Camp | Udemy | Link   **Feb 2025**
Server side JavaScript with Node JS | Coursera | Link   **May 2024**
Become a Full-stack Web Developer | LinkedIn | Link   **Feb 2023**

Technical Skills

Programming Languages: JavaScript (ES6+), TypeScript, Python, PHP, Java
Frontend Development: React.js, Redux, EJS, Bootstrap, Tailwind CSS, Material UI
Backend Development: Node.js, Express.js, RESTful APIs, WebSockets
Databases: MongoDB, MySQL, PostgreSQL
DevOps Tools: Docker, Kubernetes, CI/CD (GitHub Actions, Jenkins)
Additional Skills: Data Structures & Algorithms (DSA), API Development, Performance Optimization

Education

Lovely Professional University   Since Aug 2022
Bachelor of Technology in Computer Science and Engineering – CGPA: 7.5   *Jalandhar, Punjab*

Sri Chaitanya Junior Kalasala   Sep 2020 – May 2022
Intermediate – Percentage: 95.60%   *Hyderabad, Telangana*

Sri Chaitanya Techo Curriculum   Jun 2019 – Jun 2020
Secondary Education – CGPA: 10   *Hyderabad, Telangana*