

MADHURI VIJAYA LAKSHMI SHAKAMURI

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OBJECTIVE

Keen computer science and engineering graduate with a solid academic foundation and a strong interest in technology. Eager to apply technical skills and creative thinking to contribute to an IT team. Looking to engage in hands-on experiences and advance my career in the evolving technology sector.

ACADEMIC QUALIFICATION

Swarnandhra College of Engineering and Technology , Seetharamapuram	2020 - 2024
Bachelor of Technology in Computer Science Engineering , CGPA : 9.26	
Narayana Junior College , Bhimavaram	2018 - 2020
Intermediate Education -MPC , CGPA : 9.88	
Aditya E.M High School , Akividu	2017 - 2018
Secondary Education , GPA : 9.8	

TECHNICAL SKILLS

Programming languages	Web Development	Tools and Technologies
<ul style="list-style-type: none">• Java• Python• C	<ul style="list-style-type: none">• HTML• CSS• JavaScript	<ul style="list-style-type: none">• Github• VS Code• Github desktop
<ul style="list-style-type: none">• Database Management System - My SQL(Basics)• Machine Learning Algorithms and Practices		

PROJECTS

My Portfolio	Apr - May 2024
<ul style="list-style-type: none">• Developed an interactive portfolio using HTML and CSS with distinct sections and diverse functionalities.• Integrated multimedia elements to effectively showcase projects and achievements, resulting in a 70% increase in viewer engagement.• Designed user-friendly navigation for easy exploration while ensuring attention to design and detail, thus enhancing overall user experience. <p>madhuri-shakamuri.github.io/My_Portfolio/</p>	
Optimal Drug Dosage Control Strategy of Immune System using Reinforcement Learning	Jan - Apr 2024
<ul style="list-style-type: none">• Designed a precise and adaptive approach to managing medication intake, resulting in a 95% efficiency in treatment outcomes.• Engineered an innovative solution using reinforcement learning techniques to adjust drug dosages, resulting in a 90% improvement in treatment efficiency and an 80% reduction in side effects.• Implemented reinforcement learning-based solutions, optimizing therapeutic outcomes by 75% and reducing healthcare costs by 20%, while achieving a 95% accuracy rate for the project.• Led a team in successfully delivering a complex engineering project on time.	
2D Snake Game (Using Python)	Aug 2023
<ul style="list-style-type: none">• Developed a Python-based 2D Snake Game with a Tkinter GUI, similar to the Nokia mobile version, achieving a 95% player involvement rate and utilized the Random module for varied game mechanics.• Integrated instinctive controls (left, right, up, down) to navigate the snake and consume food, ensuring engaging single-player gameplay. <p>Modules: Tkinter, Random</p> <p>github.com/Madhuri-Shakamuri/Snakegame_Project</p>	

INTERNSHIPS

AI - ML Virtual Internship - AICTE

May 2023 - Jul 2023

Participated in an AI-ML virtual internship offered by AICTE, acquiring comprehensive skills in artificial intelligence and machine learning methodologies.

AWS Cloud Virtual Internship - AICTE

Dec 2022- Feb 2023

Completed an immersive virtual internship on AWS Cloud facilitated by AICTE, acquiring expert knowledge in cloud computing solutions.

CERTIFICATIONS

- Java Programming certification from MyAccess Pvt Ltd approved by AICTE.
 - Python certification from CISCO Networking Academy.
 - Azure Data Engineer Associate certification from Microsoft.
 - Machine Learning Foundations certification from AWS Academy.
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CO-CURRICULAR ACTIVITIES

- Participated in Web Development Online Bootcamp in 2023.
 - Presented a poster for the college on the occasion of Engineer's Day in 2023.
 - Volunteered for the hackathon conducted in the college in 2023.
 - Competed in an elocution competition in 2022 on behalf of the college and secured the award.
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EXTRA-CURRICULAR ACTIVITIES

- As an event anchor for orientation programs and college fests, I actively contributed to organizing cultural events within the cultural club.
 - Secured 2nd place in the International Women's Day Power Point presentation, earned 3rd place in the Independence Day Elocution competition, won the Essay Writing competition in 2021.
 - Became a district-level finalist in the Bhagavad Gita competition hosted by Chinmaya Mission in 2016, and received the Student of the Year award in 2018 for all-round development.
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LEADERSHIP

- Coordinated AACHARANA, a student-led organization dedicated to helping the needy, and facilitated over 500 blood donations.
 - Elected as School Pupil Leader (SPL) from 2013-18.
 - Served as class representative and hostel representative from 2022-23.
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GENERAL INTERESTS

- Travelling
 - Listening to TED talks
 - Playing badminton
 - Love to Dance and meditate for the peaceful mind
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DECLARATION

I hereby declare that all the details provided above are true to the best of my knowledge.