

SAI KRISHNA PUTTA

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Summary

- Aiming to start my career with an organization where my skill set can be utilized for the growth of the organization.

Education

Aditya College of Engineering	2020-2024
Bachelor of Technology in Electronics and Communication Engineering	CGPA:7.74
Narayana Junior College	2018-2020
Intermediate in M.P.C	CGPA:8.82

Technical Skills

Programming Languages: Python

Tools: Git, Git-Hub, VS-Code.

Others: Data Structures and Algorithms, Problem Solving, Self-Learning, Competitive Programming and basics in Linux.

Experience

Competitive Coder Intern	<u>Technical Hub</u>	Jul 2022 - Nov 2022
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- Collaborated with a team of fellow competitive coders to solve time-critical challenges and improve team performance.
- Conducted interactive coding sessions, created comprehensive learning materials, and delivered one-on-one assistance to enhance understanding of fundamental concepts. Boosted student engagement by 50% and achieved a 30% increase in overall course completion rates.
- Participated in competitive coding challenges and contests to develop and strengthen problem-solving skills, applying various algorithms and data structures.

Projects

Patient Health Monitoring System Using Cloud Based ByInk Technology

In this project we can monitor the patient health parameters in two ways

- This project uses an IoT-based wireless communication system to monitor patients remotely, allowing doctors to view their health data through an Android application.
- The system uses a WIFI Module - ESP8266, Heartbeat Pulse sensor, Accelerometer, and LM35 temperature sensor, which are processed by an Arduino Uno.
- The main aim of this project is to monitor the HEART Beat, Blood Oxygen content, Body Movement and Body Temperature of the patient and display the same to the doctor through Internet based server using Thing Speak cloud Server.

- **View Project** - [GitHub](#)

Lucky 100

- Developed a two-player game "Lucky 100" using HTML, CSS, and JavaScript, which allows players to compete to reach a score of 100.
- Utilized JavaScript event handling to capture player input and update the game state dynamically.
- Implemented the game logic using JavaScript, including player turns, dice rolling, and score tracking.
- **Technologies used:** HTML, CSS, JavaScript

Certifications

- Python IT Essentials.
- Problem Solving and Python HackerRank Certification.

Achievements

- 3 star and solved over 500+ complex coding challenges on [Leetcode](#).
- Achieved 5 star badges for Problem Solving, Python in [HackerRank](#).
- Solved 200+ Problems in [GeekForGeeks](#).