Nandu Sai Kondeti

CONTACT:

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Github: https://github.com/NandusaiKondeti

CARFER OBJECTIVE:

"Computer science and engineering student with a strong foundation in web development, seeking to apply my skills in creating responsive and user-friendly web applications. Eager to join a forward-thinking organization where I can contribute to innovative projects and further develop my expertise in software development and engineering."

EDUCATION:

BTech – Computer science and engineering SRM University, Mangalgiri, AP.

October 2022 - [Present]

Expected Graduation – June 2026

Intermediate

NRI Junior College, Eluru, AP.

June 2020 - March 2022

Percentage – 93.7%

Tenth Standard

Sri Chaitanya Techno School, Eluru, AP.

June 2019 - March 2020

Percentage – 100% **SKILLS:**

Programming Languages: JavaScript, C, C++, PHP, Python

Web Technologies: HTML, CSS, Bootstrap, React

Databases: MySQL, MongoDB

• Tools & Platforms: Git, GitHub, Visual Studio Code

Other Skills: Data Structures & Algorithms, Problem Solving, Critical Thinking, Quick learner, Teamwork,
 Communication

PROJECTS:

Educational Platform Website:

- Technologies Used: HTML, CSS, JavaScript
- Description: Developed an Educational platform website to provide online learning resources and courses.
 The platform includes features such as course listings, user registration and login. This project enabled users to access educational content seamlessly and track their learning progress, enhancing the overall online learning experience.

The Restaurant Billing System:

- Technologies Used: Oops with C++
- **Description:** Designed The Restaurant Billing System using Object Oriented Programming with C++. It is a console-based application that enables efficiently and accurate billing for a restaurant. The System is designed to streamline the Billing process, calculate total amounts, and generate detailed bills for customers.

Music Playlist Manager:

- Technologies Used: Data Structures & Algorithms Using C
- Description: Designed and implemented a Music Playlist Manager in C that allows users to organize, manipulate and interact with their Music collection. The program employs a doubly linked list data structure to efficiently handle the Playlist with functionalities like adding tracks, removing tracks, and displaying the Playlist based on mood or location.



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Travelling Salesman Problem using dynamic Programming:

- Technologies Used: C
- Description: Implemented the Travelling Salesman Problem (TSP) using dynamic programming to find the shortest possible route that visits each city exactly once and returns to the origin city. The project involved designing an efficient algorithm to solve the problem, minimizing computational time and space. This implementation demonstrated strong problem-solving skills and a deep understanding of dynamic programming concepts, optimizing the route planning for a set of given cities.

CERTIFICATIONS:

- ELITE NPTEL Certification in "The Joy of Computing Python" Funded by MoE, Govt. of India Nov,2023
- Certification in completion of the course "C Programming Language"
 SIIT Computers, Eluru Sep,2022
- Certification in completion of "Diploma in Computer Applications" SIIT Computers, Eluru Sep,2022

LANGUAGES KNOWN:

- English
- Telugu (Native Language)
- Hindi

INTERESTS:

- Playing Chess
- Dancing
- Social Networking
- Travelling
- Painting

ACHIEVEMENTS:

- Secured good grades in academics and received awards.
- Participated in Many olympiad examinations and received medals.
- Participated in District wide Chess tournaments during my schooling.

EXTRA CURRICULAR ACTIVITIES:

- Leadership Roles: Head Girl of the School, Duty of House captain
- Health and Wellness: Active member of Yoga club in SRM University.
- **Technology and innovations:** Coding Projects, Active member competitions of the coding club and participated in online and offline coding.

STRENGTHS:

- Motivation & Determination.
- Adaptable to any environment.
- Innovative Thinking.

REFERENCE:

Available on Request.

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