

TEJASRI GAJJALA

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PROFILE:

A Skilled and adaptable professional with one year of experience in software development. Good at communication, analytical, interpersonal and presentation skills. As an analyst, gained descent experience at managing stakeholders include product managers and project leads. Successfully handled project to reliably meet deadlines and delivered fully functional projects.

Experience in developing frontend applications by self-learning, web technologies such as HTML5, CSS3 and JavaScript. Currently learning other JS frameworks namely React, Angular. Expertise in debugging and troubleshooting the code using developer tools. Well exposed to responsive web design and software development process & principles.

Passionate about exploring trends & technologies in software development radar. Very curious in knowing emerging businesses, standards, tools, and best practices in the software industry. Enjoy Working cross-functionally with creative, development and business analysis departments. I'm a huge believer in culture fit and outside of work, I'm also passionate about leadership, health/fitness, the sports/adventures.

EDUCATION :

Bachelor of Technology, Electrical and Electronics Engineering – 6.9 CGPA,
Jawaharlal Nehru technology university (JNTUH), Telangana, Hyderabad

TECHNICAL SKILLS:

- Languages : C-language, java, JavaScript, HTML5&CSS3, React JS(Learning)
- Operating systems : Windows, Linux
- Frameworks : React JS(On Going)
- Tools : Visual Studio, IntelliJ, Eclipse, Postman
- Version Control Systems : Git
- Methodologies : Agile, Waterfall, BDD, TDD, Scrum

CERTIFICATIONS:

- Certified in JavaScript by Udemy.
- Certified in HTML5&CSS3 by Udemy.
- Certified in Java8 at Naresh IT Technologies Hyderabad.

PROJECT SNAPSHOT:

Project -1:

| | | |
|------------------|---|-------------------------|
| Title | : | Waymo |
| Tool | : | Crowd Compute |
| Project duration | : | March 2019 - Sep 2020 |
| Company | : | Global Logic, Hyderabad |

Project Description:

- Waymo is a self-driving technology company with the mission to make it safe and easy for everyone to get around without the need for anyone in the driver's seat .Our vehicles have sensors and software that are designed to ride –haling service in various cities.
- We as a team has equipped various types of cars with different features like traffic lights, stops signs ,speed signs, Road conditions, pedestrians, cyclists, vehicles, road work to run an autonomous algorithm automatically with their instructions. The main motto of this project is to make it safe and easy for people and things to move around in all 360 degrees.

Role: Junior Analyst

Responsibilities:

- Before our cars drive in any location, our team builds our own detailed three-dimensional maps that highlight information such as road profiles, curbs and sidewalks, lane markers, crosswalks, traffic lights, stop signs, and other road features.
- We teach our cars to navigate through all sorts of situations by detection of vehicles, objects and labeling.
- Our sensors and software scan constantly for objects around the vehicle—pedestrians, cyclists, vehicles, road work, obstructions and continuously read traffic controls, from traffic light color and railroad crossing gates to temporary stop signs. Our vehicles can see up to three football fields away in every direction.

Achievements:

Star performance award in the academic year.

SELF-INTERESTED PROJECTS:

Project -2:

Title : The Monster Killer

Tools/Technologies : JavaScript, HTML, CSS, Visual Studio as an Editor.

Description :

- In this project we're building is a game called Monster Killer. Within this app, monster & player got the health and also a bonus life. In case, monster & player health drops to zero we'll be able to recover one time.
- This app has four buttons using which player attack the monster, strong attack the monster, can heal and last button to output some log information about the past rounds.

Responsibilities:

- Understand the requirements of the project and prepare the high level design.
- Implement the functionality using JavaScript concepts such as control structures and error handling.
- Test the application to make sure that the implementation meets the requirements.

Project -3:

Title : Rock, Paper, Scissors

Tools/Technologies : JavaScript, HTML, CSS, Visual Studio as an Editor.

Description :

- The project is so simple, it's just a Rock-Paper-Scissors game where user can play against the computer and compare your score to the computer's score.
- Users have 3 choices: The Rock, paper, or scissors. If user win, user score will increase, and the same thing for the computer.
- Computer can automatically select a new move every round. The game will select a random image associated with the player's choice of move and display it
- Keeps score and displays a winner for every round.

Responsibilities:

- Brainstorm the requirements of the project and come up with the high level design.
- Design & implement the HTML and CSS by visualizing the wireframes.
- Build the feature by exploring and understanding the JavaScript concepts such as Event listeners, DOM, types of functions & control structures.
- Test the application to make sure that the implementation meets the final design.

Project 4:

Title : Project Planner

Tools/Technologies: JavaScript, HTML, CSS, Visual Studio as an Editor.

Description :

- Project Planner is an application which keeps track of two types of projects namely activate and finished. Whenever user want to finish the project, then user can click the finished button to get finished of that particular project. Similarly if user can even activate the project by clicking the activate button.

- User can even see the more detailed information of any type project by clicking relevant button.

Responsibilities:

- Brainstorm the requirements of the project and come up with the high level design.
- Use the designs and incorporate given HTML & CSS into the JavaScript.
- Build the feature by exploring and understanding the JavaScript concepts such as Event listeners, DOM, types of functions & control structures.
- Test the application to make sure that the implementation meets the final design.

Project 5:

Title : Mini Shop

Tools/Technologies : JavaScript, HTML, CSS, Visual Studio as an Editor.

Description :

- First, we need a container div, which we'll call "shopping-cart". Inside the project, we will have a title and three items which will include:
- Add to Cart button, product image, product name and description, total price.
- The basic idea behind this pattern is to notify the user that an item has been added to the cart, and provide them with a link to proceed to the checkout.
- In this project item has been added to the cart and showing it when the user clicks the "add to cart" button. This way the user can either check the cart and proceed to checkout or continue shopping.

Responsibilities:

- Understand the requirements of the project and prepare the high level design.
- Build the feature by exploring and understanding the JavaScript concepts such as Event listeners, DOM, types of functions & control structures
- Test the application to make sure that the implementation meet the requirements.

Project 6:

Title : Omni Food

Tools/Technologies : HTML5&CSS3, Visual Studio as an Editor.

Description :

- Omni food Website is all about food ordering and delivery services. This website is very smooth and effective in design.
- In this website, user can order 100% organic food by signing up. Also user can fill in feedback and see the links for app store and Google play.
- This website is done to showcase better standards of UX implementation thus no backend is integrated.
- Website development is done in fully responsive design pattern using Html5, Css3.

Responsibilities:

- Build the feature by exploring and understanding the HTML5&CSS3 concepts.
- Design & implement the HTML and CSS by visualizing the wireframes.
- Test the application to make sure that the implementation meets the final design.

Project -7:

Title : Unconventional calculator

Tools/Technologies : JavaScript, HTML, CSS, Visual Studio as an Editor.

Description :

- Unconventional calculator is designed to do basic arithmetic operations: add, subtract, multiply and divide. Depending on the operation code, user can multiply, divide, add or subtract the number.
- After user has performed an operation, the result will be displayed.

Responsibilities :

- In this project, I focused mainly on the use of variables and operators which are used in arithmetic operations.

- In addition I have used functions, an important to construct which we find in actually pretty much any programming language we can work with.
- With the use of basic concepts such as variables, operators & functions, I have designed and successfully executed the project.

STRENGTHS:

Open to learn, Flexibility in work, Adaptability, Time management.

PERSONAL DETAILS:

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|-----------------|---|
| Date of Birth | : 20-08-1996 |
| Gender | : Female |
| Marital Status | : Married (On Dependent Visa) |
| Nationality | : Indian |
| Languages Known | : English, Telugu, Hindi, Dutch (Starter) |
| Address | : Christiaan Huygenshof 89, Amstelveen, 1185XH |

Declaration :

I hereby declare that the information furnished above is true to the best of my knowledge.

Place : Amsterdam

Name : G.TEJASRI

Date :