



YELURI NEHA CHOWDARY



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SUMMARY

I am currently a computer science undergraduate student. Strong in design and integration with intuitive problem-solving skills. I am an ambitious individual who is passionate about learning new technologies. Ready to utilize my skills and passion to further the mission of a company.

SKILLS

Programming Skills:

- C
- C++
- Python
- Java
- Data Structures and Algorithms
- R language

Database Tools :

- My SQL

Web Technologies:

- HTML
- CSS
- Java Script

EDUCATION

Bachelor of Technology

Computer Science and Engineering (**Internet of Things**)
R.V.R & J.C College of Engineering, Guntur
2021-2025 **CGPA:9.02**

Board of Intermediate

Sri Sai Ram Junior College, Ongole
2019-2021 **CGPA:9.6**

Board of Secondary Education

Chimakurthy Public School, Chimakurthy
2018-2019 **CGPA:10.0**

WORK SHOP

Innovation and design thinking by
IEEE SPAX

LANGUAGES

- Telugu
- English
- Hindi

CERTIFICATIONS

- Programming In Modern C++ - NPTEL
- Psychology of Stress, Health and Well-Being - NPTEL
- Privacy and Security in Online Social Media - NPTEL
- Web Development Fundamentals-IBMSkillsBuild
- Data Analytics and Visualization Job Simulation - FORAGE
- Python Certification - HackerRank

EXPERIENCE

Core Java - Internshala (MAY 2023 - JUN 2023)

- Enhanced skills through a 4-week virtual internship with an in-depth focus on Java fundamentals, core concepts, object-oriented programming, and Java application development.

Web Development- TechnoHacks EduTech (JUN 2023 - JUL 2023)

- Designed and developed a user-friendly landing page for a company and created a personal portfolio website to showcase my skills, experience, and projects.

PROJECTS

Machine Learning-Based Asthma Risk Prediction Using IoT and Smart Application

Developed an innovative system that leverages machine learning algorithms and Internet of Things (IoT) devices to predict asthma risks. The smart application collects real-time data from environmental sensors and personal health monitors, processes the data using predictive models.

CONNECT 4 GAME

This project is about Enhanced user experience in Connect 4 game by adding two TextFields for player names, replacing generic PLAYER ONE and PLAYER TWO labels with custom names entered by users.

CO-CURRICULAR ACTIVITIES

President, CULTIVO Club

- Led a student-initiated cultural club, organizing and managing various cultural events.

Member, Student Integration Committee (SICO)

- Collaborated on initiatives to enhance student integration and community building.

Achievement: National Girl Child Event

- Secured third place in a competitive event celebrating the National Girl Child.

Volunteer, Hackathon Udvikash

- Assisted in the organization and execution of a large-scale hackathon event.

LINKS

- <https://www.linkedin.com/in/nehachowdary65/>
- <https://github.com/Nehachowdary65>
- <https://www.hackerrank.com/profile/yelurinehachowd1>
- https://leetcode.com/u/yelurinehachowdary_652004/