

PREETHAM PAUL CHINTA

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ACADEMIC QUALIFICATION

Master of Science in Computer Science, University of Texas at Arlington (4.0)	Jan'22-Present
Bachelor of Engineering in Computer Science and Engineering, Sreenidhi Institute of Science and Technology (3.4)	Aug'17-Jun'21

TECHNICAL SKILLS

- Programming Languages: **Python, Scala, Java, Shell Scripting**
- Operating Systems: **Windows (XP/7/8/10), Linux (Ubuntu)**
- Database: **RDBMS, MySQL, PostgreSQL, Oracle, MS SQL Server**
- Cloud: **AWS, Azure**
- Web Development: **HTML, CSS, JavaScript, PHP, JSON, XML, Ajax, Spring, Flask, React.**
- IDE Tools: **Eclipse, Jupyter, Anaconda, PyCharm, Visual Studio**
- Version Control: **Git**

WORK EXPERIENCE

Software Developer Intern Vanna Infotech, Hyderabad, India	Jun'18-Aug'18
<ul style="list-style-type: none">• Writing and executing clean and reusable code in JAVA.• Working as a team and completing assigned tasks on time and working on other enhancements.• Delivering one-on-one feedback, code review and debugging.• Working on the project using agile methodology and sharing ideas and contributing towards the functionality of the project.	

ACADEMIC PROJECTS

Cashier-UI	Sept'21-Dec'21
<ul style="list-style-type: none">• Created a desktop application using JAVA for cash registers in food service industry.• Built Back-end and Front-end in JAVA and connected to database using MySQL.• Project built using Agile methodology. SDLC life cycle followed.	
Game Statistics Visualizer using Riot API	Mar'22-May'22
<ul style="list-style-type: none">• Created a Web application for visualizing game statistics and interesting inferences using Riot API .• Monitoring In-game performance and providing and insight to improve gameplay.• Created using JAVA Spring MVC. Front end in React JS, Html, Css.	

CERTIFICATION

- Microsoft Certified: Azure Fundamentals