



# Sai Thanmai Polamreddy

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## EDUCATION

### Washington State University

*Master of Science in Computer Science*

Aug. 2023 – Present

*Pullman, Washington*

### Narayana Engineering College - JNTUA

*Bachelor of Technology in Computer Science and Engineering*

Oct. 2013 – April 2017

*Nellore, Andhra Pradesh*

## WORK EXPERIENCE

### Cognizant Technology Solutions

*Full Stack Developer*

July 2021 – August 2023

*Hyderabad, Andhra Pradesh*

- Spearheaded the development of **Boots Health Hub**, facilitating seamless connectivity to healthcare providers and vaccination services.
- Introduced **gamification** to enhance customer engagement within the Boots Loyalty business, enabling personalized offers and loyalty points through the Boots Mobile App.
- Led as a full stack developer and proficiently designed and implemented frontend pages for Shingles and Pneumonia vaccination services using Angular and developed game data microservices in the backend using NodeJS, with data storage in MongoDB and data publication to Service Bus and Kafka.
- Implemented comprehensive unit tests using Jest for robust code validation.
- Mentored junior developers, enhancing their learning curve and improving technical proficiency by 25% within six months.

### Cyient Ltd

*Full Stack Developer*

October 2017 – June 2021

*Hyderabad, Andhra Pradesh*

- **VMS in GIIS Smart Campus (May 2019 – June 2021)**
  - \* Developed and designed user-friendly screens for a Visitor Management System application, enhancing the user experience and ensuring accessibility.
  - \* Integrated RESTful APIs to enable seamless communication between the front-end interface and backend services, optimizing data flow and functionality.
  - \* Collaborated with cross-functional teams to gather requirements and implement features, contributing to the overall project success..
  - \* Executed a series of algorithm optimizations that improved processing speed by 25%, resulting in a 15% increase in overall system performance and enhanced user experience for end-users across the platform.
- **QMS in Exelon (October 2017 – April 2019)**
  - \* Contributed to the development of the Query Management System (QMS) web application, optimizing communication between Cyient and Exelon by efficiently managing and resolving queries.
  - \* Utilized web technologies to design and implement front-end interfaces, integrated backend APIs, and ensured seamless functionality across the platform.
  - \* Developed stored procedures and functions for database management, performed unit and integration testing, and documented the system workflow for future scalability.

## PROJECTS

### Bullet Hell Shooting Game

*Washington State University*

Jan 2024 – Apr 2024

- Managed a team of four in designing and developing a bullet hell shooting game inspired by the Touhou Project using Java & LibGDX, implementing collision detection and hitbox functionality for player and enemy projectiles.
- Built a playable game that showcased advanced software architecture and design patterns, utilizing Factory, Abstract Factory, State, Composite, Builder, and Singleton patterns.
- Engineered a level interpreter that parses JSON files to dictate AI behaviors, enabling customizable enemy movements and attack patterns for dynamic gameplay.

## TECHNICAL SKILLS

**Technologies:** HTML, CSS, JavaScript, Angular, NodeJS, ExpressJS, Python, Java

**Databases:** MongoDB, SQL Server, PostgreSQL

**Developer Tools:** VS Code, JupyterLab, IntelliJ, Azure DevOps

**Others:** Git, Postman, Service Bus, Kafka