

DATRIKA SAI PRANAV

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Skills

- C++ | C | Java | JavaScript | TypeScript | C# | .NET | Node.js | Express | React | Bootstrap | Redux | jQuery | NoSQL | Git
- Azure | Cloud Computing | CI/CD | XUnit | Jest | Cucumber | Night watch | Unit Testing | OOP | Postman | REST API | MSSQL
- Microservices | Distributed Systems | Frontend | Backend | Full-Stack | Android Development

EDUCATION

Texas State University

Master of Science in Computer Science - 3.83/4.0

Courses: Database & Design Theory, Algorithm & Design Analysis, Distributed Computing, Artificial Intelligence

San Marcos, TX, USA

Aug2022-May2024

Osmania University

Bachelor of Engineering in Information Technology - 8.08/10.0

Courses: Data Structures, Operating Systems, Computer Networks, Web Development, Software Engineering

Hyderabad, INDIA

Aug2016-Sep2020

EXPERIENCE

Software Engineer

DXC TECHNOLOGY

Hyderabad, TG, INDIA

JUN2020-JUL2022

- Managed 100+ service requests and issues for a software process automation tool team.
- Suggested changes to the product owner in order to facilitate the work of users on automation tool.
- Built SQL Queries to get the information regarding the utilization and performances of the client servers.
- Designed an element using X++ to get clients' marketing history from a purchase table in dynamics 365F & O.
- Monitored 11 Accounts in the Enterprise Service List (Database) to clear the errors and update technical issues that reduced other teams' interruptions that impacted a revenue of \$20 million dollars.
- Assisted a Senior Software Engineer in building automated scripts using Perl and SQL to reduce 2000 unnecessary servers that saved \$10.3 million dollars.
- Initiated two dashboards for the clients to analyze their capacity and storage metrics of the Server and Data Store.

PROJECTS

Sudoku Puzzle Solver Using A* Search ([CODE](#))

MAR2023- MAY2023

- Designed an algorithm to solve a sudoku puzzle using Artificial Intelligence Techniques.
- Implemented A* Search Algorithm with Graph Data Structure and Hashing algorithms using C++.
- Built Heuristic functions that makes algorithm to solve puzzle in an efficient amount of time and space.

NoteMaker ([CODE](#))

MAY2023-JUN2023

- Developed a web application using MERN Stack that creates a note for daily activities in a day.
- Adverse technologies such as Postman, Rest API, Redux were used to build a robust system to handle consistency.
- Helps 100's of students, business professionals to plan, track their day and use time wisely.

Rent Records ([CODE](#))

MAY2022-AUG2022

- Designed an Android Application for owners and renters to maintain their house records.
- Integrated the application with a Search feature for renters to explore new houses.
- Application uses Recycler View, SQLite Database, and various layouts in Android Studio.

Minesweeper Game ([CODE](#))

APR2022-MAY2022

- Created a single-player puzzle game to understand Layouts and coding functions.
- Game's objective is to clear a rectangular board with hidden "mines" or bombs without detonating any of them.
- Applied Java programming and recursion algorithm to devise application.

Time Table Generator ([CODE](#))

JAN2019-APR2019

- Built a Web application that aims to set up a class schedule for an institution's finite number of sections.
- Implemented a hash function to distribute sessions based on factors for each section into the matrix.
- Accumulated faculty data in Microsoft SQL Database to build a register and login page.
- Utilized C# and Asp.net to plot the front-end. In addition, web application features are enhanced using JavaScript.