

# Rohit Vemparala

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## CAREER OBJECTIVE

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Leveraging my analytical and coding skills to develop applications with specific use-cases for clients in a professional environment.

## EDUCATION

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Vellore Institute of Technology, Vellore

**Bachelor of Technology, Computer Science and Engg.**

2016-2020

Cumulative GPA: 8.65

Major GPA: 8.76

FIITJEE Jr. College, Saifabad

**Board of Intermediate**

2014-2016

Cumulative percentage: 94.3%

Delhi Public School, Nacharam

**CBSE**

2014

Cumulative CGPA: 9.8

## PROFESSIONAL EXPERIENCE

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**Trainee Engineer – Publicis Sapient, Gurgaon**

January 2020 – July 2020 (6 months)

- Worked with a team of 34 interns right from inception and architecture to deployment, a gamification application to be used in-house for learning for the incoming interns. It was developed using AGILE methodology following Test-Driven-Development (TDD) approach.
- It was deployed on AWS with various features such as user authentication, data storage using PostgreSQL and MongoDB, Microservice architecture developed using Spring framework, frontend developed with REACT, deployed using Jenkins CI/CD pipeline, code quality with Sonar, log tracking with ELK stack, hosting on AWS S3 bucket with reverse proxy setup using NGINX and CDN with Amazon CloudFront.
- The tool was to be used to for training the new hires coming in the company. There was a time gap between hiring the people and the joining date which was going to waste. So the reason for the project was to capitalize on this gap to start training the hires and start introducing them to the tech-stack used in the company.
- The application was also integrated with different services such as Udemy for online courses, Microsoft Teams and Zoom for meetings and video calls. The gamification aspect of the application comes with the leaderboard feature which arouses the competitive nature of the people and drive them to perform better.
- Was able to complete the application by the end of the internship period and were able to successfully demo the application to the stakeholders of the project.

## **Web Application Developer Intern – SIMAI Management Consulting and Analytics Pvt. Ltd., Bangalore**

May 2019 – July 2019 (2 months)

- Worked with the **core consulting team** on developing a **cloud based web application** with file management and assigning capability, deployable on AWS LightSail, user authentication and access control, cloud storage with PostgreSQL.
- The tool was to be used to render analytical graphs such as waterfall charts from the data uploaded on the cloud, along with the calculated column values of the data being processed server side along with providing support for interaction with data in the form of filters, search etc.
- Was able to complete the application by the end of the internship period and was able to successfully demo the application to the Managing partner of the company.
- Develop analytical reports by using PowerBI for the clients.

## **CERTIFICATES**

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Applied Text Mining in Python (09/2018 – 11/2018) - [coursera.org/verify/BT2PFE47KV6H](https://coursera.org/verify/BT2PFE47KV6H)

Applied Social Network Analysis in Python (09/2018 – 11/2018) - [coursera.org/verify/VMXEMVU52CPN](https://coursera.org/verify/VMXEMVU52CPN)

## **LANGUAGES, FRAMEWORKS AND SOFTWARES KNOWN**

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Conversational in Telugu, Hindi, English and French

**Programming Language** – Java, JavaScript, C, C++, Python, Jinja2, R

**DevOps** - Jenkins, Docker, DockerSwarm, Confluence, Jira, Bitbucket, Prometheus

**Cloud** – AWS (EC2, S3 Bucket, VPC, CloudFront, Subnets)

**Frontend Framework and Libraries** – React, D3js, CanvasJS, Bootstrap, Xeogl

**Backend Frameworks** – Flask, Django, SpringBoot

**Software** – Microsoft PowerBI, Tableau, Microsoft Excel

**Tools and IDE** – Eclipse, IntelliJ, Visual Studio Code

## **LINKS**

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LinkedIn - <https://www.linkedin.com/rohit-vemparala>

Github – <https://www.github.com/RVKarmani>

Website – <https://rvkarmani.github.io/>

## **VOLUNTEER WORK**

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Participated In a rally to eliminate waste in Vellore as part of the Lion's Club VIT – April 2017 to June 2018

Part of the volunteer group at United Nations for awareness on Plastic Pollution - April 2017 – June 2017

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## **PROJECTS DONE**

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### **STOCK MARKET VISUALISER**

Web application to visualize the attributes of different stock markets in needed time series with real time data using API. Project developed using JQuery, HTML/CSS and Bootstrap.

### **COMPARISON OF IMAGE ENCRYPTION ALGORITHMS**

Comparing two image encryption algorithms designed for Wireless Sensor networks based on various parameters. Project developed using MATLAB.

### **MOBILE MANUFATURING PLANT MANAGEMENT SYSTEM**

Created a system for a mobile manufacturing plant storing details of mobiles such as IMEI, the information of suppliers, the transportation network of the plant for raw materials and finished products. Project developed using MySQL, PHP.

### **CUSTOM SYSCALLS FOR XV6 LEARNING OS**

Custom syscalls depicting the Dinner Philosopher's problem created and added to the kernel of the XV6 OS from MIT.

### **DESIGN METRICS FOR OBJECT ORIENTED PROGRAMMING**

Implementing the design metrics for determining the performance and quality of the code written in OOP such as C++, Java etc. using file operations and tokenizing concept. Project developed in C++.

### **COMPARITIVE STUDY OF DIFFERENT PATH FINDING ALGORITHMS**

Comparing the three algorithms A\*, BFS and Context Sub-Goal A\* algorithm for the pathfinding prowess by using the environment of Pacman. In order to show the pathfinding capacity of the algorithms using the game of Pacman, the ghosts which chase the Pacman utilize the three algorithms. Using different scenarios, their effectiveness is computed – Which algorithm ghost reaches the Pacman first essentially. Project developed in Python using the Pygame library.

### **ANALYSIS ON THE ECONOMIC IMPACT OF EPIDEMICS**

Analyzing the effects of an epidemic on the economics of a country both at a macro and micro level. The epidemic taken for study is one of the worst disease epidemics in the history of the world: Ebola by taking the relevant data for the three most afflicted countries by this epidemic during the time period of 2014 to 2016 – Sierra Leone, Liberia and Guinea. Project developed in Tableau.