Arava Ratna Jagadeesh

Software Developer

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J 9052799427

Github

website

Linkedin

EDUCATION

Bachelor of Technology in Electrical Engineering

2017-21

CGPA: 6.91

IIT Bhubaneswar **EXPERIENCE**

Solution Leader - Frontend

 $March\ 2024$ - present

Brane Enterprises

Hyderabad

- Partnered with UX/UI teams to refine user experience and optimize interface design, ensuring seamless and intuitive user interactions.
- Developed a sophisticated dynamic card creation module in Angular, enabling real-time data-driven customization for enhanced user engagement and tailored user experiences.
- Utilized Angular components and RxJS to implement real-time data binding, ensuring fluid and responsive user interfaces.
- Optimized Angular application by modularizing nodes, resulting in a 35% reduction in load time and a 45% improvement in maintainability and codebase efficiency

Solution Leader - Game Development Research

March 2024 - presen

- Conducted thorough research into the feasibility and requirements for developing a custom game engine tailored to the company's unique solution-creation methods.
- Explored various game engine architectures and technologies, evaluating existing engines for potential integration and enhancement to fit company-specific needs.
- Prototyped the engine's rendering stage, laying the groundwork for advanced graphical capabilities and ensuring compatibility with targeted hardware and software environments.

Associate Solution Leader - Frontend

April 2021 - March 2024

- Built comprehensive dashboards on Angular for user solution analysis, enabling detailed insights and data-driven decision-making.
- Implemented intricate graph representations to support the development of complex solutions, enhancing visualization and analytical capabilities..
- Utilized BDD with Cucumber, Cypress, and unit testing to boost test coverage by 100%, significantly improving the robustness and reliability of the application.

Full Stack - Intern

April 2019 - July 2019

- Designed and Deployed website for a startup called Posedge.

- The technology stack includes PHP, Bootstrap, Javascript

Game Development - Intern

April 2018 - July 2018

DRDO Inmas

Null Innovations

Delhi

Hyderabad

- Implemented 3d Maps from the GIS data and the 2d google maps in the Unity3d and deployed it on the HoloLens
- The technology stack includes Unity3d,ArcGIS,hlsl

PERSONAL PROJECTS

Attendance Bot

- Built a WhatsApp chatbot to scrape attendance data from IIT Bhubaneswar's ERP site using RoboBrowser, achieving 95% accuracy in data retrieval.
- Employed the Twilio API to develop the base model of the chatbot

DatingApp

- Developed a website which has functionalities like a Dating App
- Created ASP.NET REST API with SignalR chat, Angular frontend, and token authentication

Smart Glasses

- Designed a model inspired by Google Glasses capable of image recognition and classification,
- Employed the PushBullet API for notification cloning, enhancing real-time notification delivery and user interaction efficiency
- Utilized the Clarifai API for object classification, improving image analysis and enhancing the model's capability to recognize diverse objects.

TECHNICAL SKILLS AND INTERESTS

Languages: C/C++, c, TypeScript/JavaScript, HTML+CSS,SQL Libraries Frameworks: Angular, ReactJs,Asp.Net Core,Open GL

Tools: Nodejs, Unity 3d, Git, Blender

Positions of Responsibility

Coordinator - Web and Design

IIT Bhubaneswar

E-Summit 2017-21

Continzent Leader IIT Bhubaneswar

Inter IIT Techmeet

2019

Core Memeber IIT Bhubaneswar

RISC Society 2017-21

ACHIEVEMENTS

- \bullet Secured All India Rank 4562 in JEE-Advanced
- \bullet Secured All India Rank 3618 in JEE-Mains
- Secured State Rank 56 in POLYCET 2014
- \bullet Represented IIT Bhubaneswar and secured 6th Rank among a
all IITs in Capture The Flag(CTF) at Inter IIT Tech Meet 2019