RAVIKANTH DODDA

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EDUCATION

Arizona State University   Jan 2020 – Dec 2021
Master of Science in Software Engineering   *4.0 GPA*

SR Engineering College   Aug 2015 – May 2019
Bachelor of Science in Computer Science and Engineering   *9.0 GPA*

INTERNSHIPS

Software Engineer Intern   Jun 2021 – Aug 2021
Securin   *NM, US*
- Developed a java module to regularly update data in MySQL and Elasticsearch.
- Analyzed and fixed various bugs in the backend engine.
- Developed web services for the spring boot backend system.

TECHNICAL SKILLS

Languages: Java, Python, JavaScript
Frameworks: Spring Boot, Node.js, Express.js, Material-UI, React Bootstrap
Libraries: React, Bootstrap
Developer Tools: Git, GitHub, Docker, Heroku
Other: MySQL, Linux, HTML, CSS

PROJECTS

Dclassifieds | *Sprint Boot, React.js, Material-UI, MySQL, Docker*   May 2020 - Aug 2020
- A full-stack web application for viewing and posting classified advertisements. Developed with Spring Boot serving REST APIs and React.js as the frontend
- Implemented JWT authentication for user authentication and authorization
- Used Hibernate/JPA for ORM and to persist user data in MySQL database. Used Cloudinary service for storing advertisement images

Semantic Web Application | *Spring Boot, React.js, React-Bootstrap, AWS, Apache Jena*   Nov 2020 - Dec 2020
- A web application that leverages the power of linked open data and the semantic web
- Developed UI using React, and React-Bootstrap. Created REST APIs on Spring and integrated with Apache Jena for query processing
- Wrote SPARQL queries to collect the data from the web and process over 50000 instances to achieve accurate results

Warframe Bot | *Node.js, Express.js, Dialogflow, Git*   Aug 2019 - Oct 2019
- Developed a Google Assistant chatbot to get information and in-game status for the Warframe game
- Created web services and REST APIs using Node.js and Express.js to integrate with google APIs for serving JSON data
- Used Dialogflow for natural language processing and deployed to Heroku

Todo Web App | *React.js, Material-UI*   Oct 2020 - Oct 2020
- A single page application to create and manage Todo lists. Developed using React.js
- Used components from Material-UI framework for React to maintain material design

AR Campus Tour App | *Unity Engine, Mapbox, Firebase, Git, C#*   Aug 2020 - Nov 2020
- Developed an android application for scheduling, and searching, navigating, and touring places on ASU Campus
- Implemented real-time AR navigation and map navigation using ARCore and Mapbox SDKs for Unity
- Worked with a team of six following Agile/Scrum methodologies

PyPro | *Python, SWI-Prolog*   Mar 2020 - Apr 2020
- Designed and developed and a programming language inspired by Python
- Used Python for lexical analysis and SWI-Prolog for parsing phase and managing environment tables
- Worked with a team of four and collaborated via Git and Github