

Sarat Angajala

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EDUCATION

IIIT, SRICITY.

B.TECH IN COMPUTER SCIENCE
Grad. May 2022 | Chittoor, India

LINKS

Github: [SaratAngajalaoffl](#)
LinkedIn: [SaratAngajala](#)
Website: [sarangajala.tk](#)

TECHNICAL SKILLS

LANGUAGES

C • C++ • Python • JavaScript • Dart

FRAMEWORKS/LIBRARIES

React • Django • DjangoREST • Express • Flutter • React Native • Serverless

DATABASES

MongoDB • Postgres • DynamoDB

CLOUD TECHNOLOGIES

Lambda • S3 • EC2 •

TESTING/CICD

JEST • Docker

VERSION CONTROL

Git • Github • Bitbucket • Gitlab

OTHER TECHNOLOGIES

Redux • Pandas • Pygame • OpenGL

HOBBIES

Dancing • Video Games

HAASYL | FULLSTACK INTERN

May 2021 - Present | Remote

- Worked with React, React Native, MongoDB, Redis and Express.
- Worked with a team of 8 including sales and design and built a hybrid mobile app with a current market of 20,000 users.
- Implemented loan and kyc services working with technical teams of the service providers.
- Led the technical development of the application for 2 weeks as a substitute in the absence of technical head when under a strict deadline.

INFOTIX | FULLSTACK LEAD INTERN

Feb 2021 - July 2021 | Remote

- Worked with Redux, React, Nodejs and Firebase.
- Built a suite of 3 different micro services and 5 core modules that make use of the micro services.
- Implemented a dynamic payment service using paytm for reducing the friction for merchants when handling payments.

LOBB LOGISTICS | FULLSTACK AND CLOUD DEVELOPMENT INTERN

Dec 2020 - Feb 2021 | Remote

- Worked with React, Express, Serverless Framework, AWS services like DynamoDB and AWS Lambda.
- Integrated a bank's API and built a payment system to replace a physical approach for paying their fuel costs.

PROJECTS

ALGORITHM VISUALISER | PYTHON, PYGAME

[Github Link](#)

An interactive application to help visualize different route finding algorithms like A-Star Algorithm, Depth First Search and Breadth First Search.

TIC-TAC-TOE | PYTHON, PYGAME, AI

[Github Link](#)

A tic-tac-toe bot implemented using different algorithms like mini-max, alpha-beta pruning, depth limit alpha beta pruning and a custom algorithm optimised for tic-tac-toe that performs 90% faster than the previously mentioned algorithms.

COMPETITIVE PROGRAMMING

2020	top 142/1078	IIIT Codes by Scaler
2020	6 Star	HackerRank C++