

Gurugubelli Sathwik

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ABOUT ME

Enthusiastic second-year Computer Science student seeking hands-on experience to apply skills in real-world scenarios. Committed to self-study and thriving in team settings, I embrace challenges, finding joy in learning from peers and implementing new skills effectively.

EDUCATION

AUGUST 2022- 2026

Under Academic Pursuit
Computer Science Student, GITAM University,
visakhapatnam, Andhra Pradesh – *B.tech*

CGPA : 7.8/10

JUNE 2020 - MARCH 2022

Sri Chaitanya Vidya Niketan, Visakhapatnam,
Andhra Pradesh – *Senior Secondary*

PCT : 67%

JUNE 2008 - MARCH 2020

Sri Chaitanya EM School, Visakhapatnam,
Andhra Pradesh – *High School*

MARKS: 599/600

PROJECTS

FUN LEARN BOARD GAMES:

This mini-project, "Fun Learn Board Games," addresses the prevalent issue of online game addiction. It introduces traditional board games to facilitate quality in-person interactions among families and peers. Our focus is to validate this approach through comprehensive research, aiming to mitigate the societal challenges posed by online addiction.

SKILLS

Problem Solving and Programming
in C

Programming with Python

Object Oriented Programming with
Java

Data Structures (Intermediate)

EXPERIENCES

Participant for 2018 Space
Settlement Design Contest.

Member of a Pragnya Club at
Gitam University.

EXTRACURRICULARS

Contributed as a member of
the SHORE FEST 24 – Cultural
Student Committee.

Volunteering with the Care
and Love Foundation vizag,
Andhra Pradesh

