SHANMUGA VARDHAN KONUKURU

CONTACT

+91 9700677399

shanmugavardhan5@gmail.com

20-2-628, Peddabavi st., TIrupati

SKILLS

Java, Python, PL/SQL, RDBMS

HTML, CSS, ReactJS, Node.js

Android app designing, Google Sheets proficiency

GPT and generative AI bots familiarity

Strong communication, collaboration, and mentorship

Code review, unit testing, performance optimization

Debugging, technical documentation, staying updated with industry best practices

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EDUCATION

B.TECH

SIDDARTHA GROUP OF INSTITUTIONS

2021-2025

Pursuing a bachelor's degree in computer science with 7.90 CGPA

LANGUAGES

Telugu

English

Tamil

PROFILE

As a computer science engineer, I have a deep-seated passion for pushing boundaries and solving complex problems. My enthusiasm for technology drives me to explore new and innovative ways to tackle challenges. I am dedicated to crafting efficient solutions that are not only effective but also optimized for performance and scalability. My goal is to drive technological advancements and contribute to the ever-evolving field of computer science. I thrive on continuous learning and adapting to new developments in technology, ensuring that my skills and knowledge are always at the forefront of the industry.

WORK EXPERIENCE

Freelance Subject Matter Expert (Computer Science)

Chegg, Remote
January 2024 – Present

- Provided expert guidance and solutions to students on various computer science topics, including algorithms, data structures, programming languages, and software development.
- Authored and reviewed detailed explanations and step-by-step solutions to complex computer science problems, ensuring clarity and accuracy.
- Assisted students in understanding and applying computer science concepts through one-on-one tutoring sessions and asynchronous support.
- Utilized a range of tools and resources to facilitate effective learning and problem-solving, adapting to different learning styles and needs.
- Maintained a high level of professionalism and responsiveness, consistently meeting deadlines and achieving positive feedback from students.

PROJECTS

1. Soil Drip Irrigation System through IoT
- **Role**: Developer
- **Technologies Used:** Arduino, IoT Sensors, C++, Python, Cloud Computing
- **Description:** Developed an IoT-based soil drip irrigation system to automate the watering process for agricultural fields.
- **Key Features:**
  - Integrated soil moisture sensors to monitor real-time moisture levels.
  - Implemented automated water release based on soil moisture data.
  - Used cloud services for remote monitoring and control via a web interface.
  - Developed alert notifications for low moisture levels and system malfunctions.
- **Outcomes:**
  - Achieved significant water savings by optimizing irrigation schedules.
  - Enhanced crop yield through precise water management.

2. Android Application for CSE Students
- **Role:** Lead Developer
- **Technologies Used:** Java, Android Studio, Firebase, XML
- **Description:** Created an Android application designed to provide computer science students with easy access to college-related information and resources.
- **Key Features:**
  - Centralized platform for course materials, schedules, and announcements.
  - Integration with Firebase for real-time data updates and user authentication.
  - User-friendly interface with navigation for quick access to different sections.
  - Push notifications for important updates and reminders..