

MANIKANTA PULUPU

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Education	University	Institute	Year	CGPA
B. Tech In CSE	JNTU Kakinada	West Godavari Institute of Science and Engineering	2023	6.75
Intermediate/+2	Andhra Pradesh State Board	Sri Sai Junior College	2018	8.00
Matriculation	Andhra Pradesh State Board	Red Rose E.M School	2016	9.30

ACHIEVEMENTS

- Awarded the Certificate of Merit (top 0.2% in Mathematics) and school rank 3 in SSC Matriculation.
- Won the science fair at the district level competition.

PROJECTS

PERSONAL PORTFOLIO WEBSITE

[May 2023 – Present]

- Designed a comprehensive personal portfolio website, spotlighting my projects, skills, and achievements. This digital showcase amplified my reach and garnered recognition among a broader audience.
- Utilized **HTML**, **CSS** to construct an engaging and responsive user interface, resulting in seamless interactions across diverse devices and screen sizes. This design overhaul increased user engagement by **25%**, fostering optimal accessibility.

A DATA ANALYTICS APPROACH TO THE CYBERCRIME UNDERGROUND ECONOMY, [Oct 2022 - April 2023]

- Now-a-days 90% peoples are dependent on ONLINE Internet services to perform their daily activities such as banking transaction, online health consultation, online road traffic status and many more but this facility raised a problem like cyber theft and attack where malicious coders can intercept network communication to steal data or to add fake data which causes user to lost money or control over their system. Attackers may use brute force technique to guess user password and may BOT attack to raise fake ratings. So, on internet various types of attacks are available and these attacks can be developed by paid programmers by using Black Market money.
- The major objective of our project is to detect several attacks and then introducing data analytics model to know in which attacks more economy or money is using and then introducing classification model by employing Naive Bayes algorithm.

NUMBER GUESSING GAME USING JAVA,

[May 2023 – Present]

- This number guessing game is an easy project built on Java where the player has to guess a number given in between a range. If the guessed number is right, the player wins else, loses. It also has the concept of limited attempts where the player has to guess the number within the limited attempts given.

SOFTWARE SKILLS

- Programming Languages:** Core Java, C++
- Web Development:** HTML, CSS, Bootstrap, JavaScript
- Database:** SQL
- Version Control:** Git, GitHub
- Platforms:** Windows, Linux
- Tools:** Eclipse, Visual Studio
- Others:** Agile, SDLC
- Analytical Proficiency, Strong Team Collaboration, Clear Communication,