

Balasai Srikanth Ganti

Gainesville, Florida, USA • +1-(352)-999-0892 • ganti.srikanth7@gmail.com • <https://www.linkedin.com/in/srikanth-ganti98/>

EDUCATION

• University of Florida, Gainesville, United States

August 2023 - August 2025

Master of science, Computer Science

CGPA: 4.0

Courses: Advanced Data Structures, Computer Graphics, Distributed Operating Systems, Human Computer Interaction, Intro to Cryptology, Computer Networks

• GITAM Deemed to be University, Hyderabad, India

June 2016 - June 2020

Bachelor of Technology in Electronics and Communication Engineering

CGPA: 8.41/10

Courses: Introduction to Java, Programming with C, Object Oriented Programming with C++, Digital Logic Design, Microprocessor and Interfacing, Engineering Mathematics, Computational Methods in ECE.

TECHNICAL SKILLS

• **Languages:** Python, C++, Java, JavaScript, F#, OpenGL • **Databases:** MySQL, ELK, MongoDB, Elasticsearch, Kibana

• **Web Technologies:** HTML, Figma, CSS • **Other Skills:** Adobe Photoshop, Adobe Illustrator

WORK EXPERIENCE

Wipro Ltd, Hyderabad, India

September 2020 – March 2023

Project Engineer, EasyJet TOPS Product team [Apache Camel, Java spring suit, MySQL, ELK, Linux]

- Developed, created, and track solutions to more than 50 application errors and defects reported using Java, SQL, Gradle tool, establishing API endpoint connections, and Spring Implementation.
- Collaborated with Dev and Infra team, covering 14 tools and 9 modules in project to improve business processes by conducting training sessions on module inter reliability and checking business feature validations.
- Modified the module to migrate from SVN repository to GIT repository and integrated azure pipelines to enhance reliability.
- Alleviated message transmission process by implementing a route definition this decreased the message transfer time by 50% which is crucial in airlines domain.

Ganges Valley School, Hyderabad, India

December 2020 - June 2022

Graphic Designer [Adobe Photoshop, Adobe Illustrator]

- Create designs, concepts, and sample layouts based on knowledge of layout principles and esthetic design concepts.
- Impressed with my commitment and Ideas, the contract was extended to grade 3 for an additional 6 books.

InfoBase Systems, Hyderabad, India

May 2019 - June 2019

Summer Intern [Xilinx Verilog]

- Implemented a "Modified Carry Select Adder" with a D flip-flop to reduce power and area consumption.

Indian Space Research Organization/ISTRAC, Bangalore, India

June 2019

Implant Trainee

- Telemetry Tracking operations, Spacecraft Operations, Scheduling Operations, Flight Dynamics Operations, Computer network support, and communication network support.
- Exposed to the operations of ISTRAC/ISRO and witnessed the workings of numerous satellites.
- Analyzed working of Bangalore Ground Station, Indian Deep Space Network (IDSN), storage facility at IDSN, India's Largest Satellite antennas (32 and 18-meter-deep space antennas), the live tracking of Mars Orbiter Mission.
- Observing the inner workings of the Mission Analysis Room and Mission Control Center.

PROJECTS

3D Gator Habitat mapping – Computer Graphics [OpenGL, C++]

November 2023 - December 2023

- Developed a 3D graphics rendering application using OpenGL, emphasizing parallax and normal mapping for realistic textures and light interactions, with features for real-time object manipulation and in-depth exploration of advanced 3D graphics principles.

Library Management system using RedBlack trees & Binary Heap [Python]

September 2023 - November 2023

- Developed a robust and efficient server application in F# for real-time client-server interactions, concurrent request handling, arithmetic command interpretation, exception handling, and graceful termination, demonstrating expertise in distributed systems and communication

Unity Game – Super Kung-Fu Kitty | Link: https://simmer.io/@pineapple_MS/super-kung-fu-kitty

April 2020 - May 2020

- A Platformer game in the likes of space invaders. Implemented using C# in Unity and deployed to simmer.io

Universal Asynchronous Receiver Transmitter Using Verilog

December 2019 – March 2020

• 8 Bit UART has been implemented Using Verilog with parity Check. The design has programmable features for Transmission, Reception, and Baud Rate generation.

VOLUNTEERISM

Make A Difference: As an active member of campaigns volunteer, I ensure that all verticals are engaged and contribute my part in the fun classes held for underprivileged children and changing society one step at a time. (Dec 2021 – June 2023)