

Lalitha Taruna Mulugur

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SKILLS

Programming Languages: Java, Kotlin, Python, JavaScript, C, C#

Web Development: MERN Stack

Mobile Development: React Native, Kotlin, Android Studio

Game Development: Unity Game Engine

Database Management: SQL, OracleDB

Languages: English, Telugu, Hindi, Tamil, French

INTERNSHIP EXPERIENCE

Backend Developer Intern | Rablo.in

Oct 2024 - Jan 2025

- **Backend Development:** Delivered 20+ tasks, including API creation, bug fixes, and database structuring for two major products.
 - **Key Features Developed:** Implemented core APIs (including third-party logins), membership management, payment integration (Razorpay), KYC verification (Digio), and notifications.
 - **Codebase Optimization:** Led the transition to a Service-Oriented Architecture (SOA), improving modularity and maintainability.
 - **Collaboration & Documentation:** Authored API documentation and worked closely with UI/UX, QA, and mobile teams for seamless integration.
 - **Leadership & Recruitment:** Promoted to Team Lead, managing backend developers, conducting task assignments, team meetings, and knowledge transfer sessions. Led recruitment efforts, designed interview questions and onboarding new hires.
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RESEARCH PAPER

UniBites: A Design Framework of ID Card Based Canteen Food Ordering System for Universities with Collaborative Filtering Techniques and Voice Assistance | [Paper Link](#)

Dec 2024

Proposed an ID card-based ordering system integrated with barcode scanning, multiple payment options, collaborative filtering-based recommendations, voice/chat assistance, admin controls, real-time reports, and feedback mechanisms to enhance service quality and improve efficiency in university canteens.

PROJECTS

Dr. Docs - AI Powered Document Search and Retrieval - Team Project | [GitHub Repo Link](#)

Apr 2025

Developed an AI-powered document search assistant using FAISS and Sentence Transformers for semantic search. Supported multi-format uploads with a ReactJS frontend, FastAPI + ExpressJS backend, MongoDB for metadata, Appwrite for storage at a starting scale and SerpAPI for external resource retrieval.

Haven - Mental Health Web App - Team Project | [GitHub Repo Link](#)

Mar 2025

Developed a mental health app with Affirmation Mirror for self-esteem boosting affirmations, Mood Capsules for future self-reflection, gamification features like journal streaks and stress-relief games, and mood-based communication channels for peer support. Integrated AI-driven sentiment analysis using Gemini and Google AI Studio for personalized experiences.

Copy 'n Carry - Google Chrome Extension | [GitHub Repo Link](#)

Jan 2025

Developed a Chrome extension for clipboard management that automatically saves copied text/links and organizes them by source tab. Enhances productivity by eliminating frequent tab switching and improving workflow efficiency.

NEO Hazard Prediction ML Model | [GitHub Repo Link](#)

Jul 2024

Built an ML model on IBM Cloud using the Extra Trees Classifier to predict asteroid threats. Integrated real-time NASA Open API for live data and user-provided inputs. Next step: Expanding dataset to analyze celestial objects orbiting other planets.

Online Voting MERN Website | [GitHub Repo Link](#)

Aug 2024

Developed a secure online voting platform using the MERN stack. Features admin panels for election and voter management, and voter accounts for seamless voting. Currently refining the front-end UI/UX.

Herbiverse - Virtual Herbal Garden WebApp GitHub Repo Link	Jan 2025
Developed a 3D Virtual Herbal Garden blending immersive technology with AYUSH medicinal plant education. Built using Unity and Blender for 3D environments and MERN stack. Key features include Herbi-Lens (plant identification tool), interactive 3D walkable gardens, Gemini chatbot for navigation support, discussion forums, and a list of background music.	
Voice Controlled MacOS App Launcher GitHub Repo Link	Aug 2024
Created a Python-based voice assistant for launching MacOS apps. Integrated Google Speech Recognition API and MacOS say command for smooth voice control. Next step is adding task automation for notes and reminders.	
Connect Four Game GitHub Repo Link	Jan 2024
Developed a two-player Connect Four game in Java (JavaFX). Implemented grid-based gameplay with real-time win detection for vertical, horizontal, and diagonal matches.	

ACHIEVEMENTS

Winner - CBIT Sudhee Hackathon 2025 (Web Development)	Mar 2025
Secured 1st place with a cash prize of Rs. 10K for developing a mental health web app featuring mood-based affirmations, AI-driven support, gamification, and community chat channels to enhance user well-being with a team of four including myself.	
Top 10 in Telangana State - HackIndia 2025 (AI Development)	Apr 2025
Secured 7th place in Telangana for building Dr. Docs, an AI-based document retrieval tool with semantic search and smart integration, developed in a team of four including myself during a 36-hour hackathon by HackIndia 2025.	

CERTIFICATIONS

Internshala Trainings - Core Java Certificate Link	Nov 2023 - Jan 2024
Completed an 8-week certified training in Core Java, scoring 100% in the final assessment and being a top performer; covered Java basics, OOP, and app development.	
NPTEL Online Certifications - Problem Solving Through Programming In C Certificate Link	Jul 2023 - Oct 2024
Completed a 12-week certified course in Problem Solving Through Programming in C, scoring 92%, covering algorithms, recursion, functions, arrays, and pointers.	

EDUCATION

Bachelor of Engineering (B.E), Computer Science & Engineering Chaitanya Bharathi Institute of Technology, Hyderabad	2022 - 2026 CGPA - 9.66
Higher Secondary Education (12th) Sri Chaitanya Junior College	2020 - 2022 Percentage - 98.3%