BIRUDA TEJASHREE

Software Developer

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OBJECTIVE

Motivated CSE graduate (2023) with experience as a Trainee Technical Support Representative at Pole To Win, gaining strong communication and problem-solving skills. Currently upskilling in Full Stack Web Development and seeking a role as a Java Developer / Full Stack Developer to apply my technical skills and contribute to real-world projects.

SKILLS & CERTIFICATIONS

Technical Skills: Python, Core Java, OOPs, SQL, Html, Css, Javascript, Data Structures & Algorithms (Basics), JDBC, Git/Github, Clean & scalable code
Soft Skills: Ownership, Accountability, Self-driven Learning, Clear Communication, Teamwork, Analytical Thinking, Debugging Mindset, Attention to Detail, Problem-Solving
Fullstack Web Development - Tap Academy (Aug 2025 - present)
Mastered Core Java, Advanced Java , Spring, MySQL, and Frontend Development. Gained hands-on experience in OOP, Collections, Multithreading, Exception Handling, and Java 8 features.

EXPERIENCE

Pole To Win, Trainee Technical Support Representative   **Feb 2024-Present**
- Responded to customer queries through live chat and email, ensuring timely and accurate issue resolution.
- Maintained service quality standards by following established workflows and documentation processes.

EDUCATION

Bachelor of Engineering (CSE) — RYM Engineering College, Ballari, Karnataka (2023) — **79.99%**
PUC (PCMB) — Pupil Tree PU College, Ballari, Karnataka — **75.66%**
SSLC — Kendriya Vidyalaya, Ballari, Karnataka — **9.6 CGPA**

PROJECTS

Portfolio Website (HTML, CSS, JavaScript) - Developed a responsive personal website.
Student Management System (Python , File Handling) –Developed a Student Management System using Python that allows users to add, view, search, update, and delete student records.
Food Express (Java (JSP & Servlets), JDBC, MySQL, Html, CSS, Apache Tomcat) - Developed a full-stack food ordering web application that allows users to browse restaurants, view menus, place orders, and manage their accounts
Number Guessing Game (Java) - Implemented a console-based game with random number generation and feedback for user guesses.