

Satvik Vemuganti

CS Undergrad



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ABOUT ME

I took my first programming course in python just after high school. It was an eye opener to the limitless possibilities that the field of computer science holds. Ever since, I've been on a path to explore what interests me in the world of cutting edge technologies. This motivates me keep picking up new skills that empower me to simplify things with technology.

PORs

STUDENT MENTORSHIP PROGRAMME | STUDENT MENTOR

June 2021 – Current

IIT Bhilai

THE PIXEL SNAPPERS | CONTENT HEAD

April 2021 – Present

The Photography Club of IIT Bhilai

ELECTROMOS | CORE MEMBER

May 2021 – Present

The Electronics Club of IIT Bhilai

THE STUDENT OUTREACH TEAM | CORE MEMBER

May 2021 – Present

The Outreach Team of IIT Bhilai

STUDENT ALUMNI CELL | CORE MEMBER

Dec 2020 – Present

Student Alumni Cell of IIT Bhilai

PROJECTS

TO-DO LIST APP | FLUTTER

Android and iOS

- Leveraging the flutter toolkit to build an interactive cross platform application that keeps track of tasks and goals using the list data structure available.
- Understood the significance of widgets in building mobile applications using Flutter.
- Appreciate, at a practical level, the application of OOP concepts taught in class.

PYTHON CARD GAME | PYTHON

Python Terminal

- An interactive, 4-player card game that runs on the interactive terminal. In this variant of the game, 3 of the players are bots which make decisions based on a set of constraints that help it maximise its score.

TICTACTOE | HTML, CSS, JAVASCRIPT

Browser

- An interactive browser version of the popular 2-player game TicTacToe. Webpage template written in HTML and styling given using CSS. Interactivity and the game-algorithm written in JavaScript.

SKILLS

PROGRAMMING

Proficient:

Python • CSS • HTML •

Experienced:

Python • L^AT_EX • Flutter

Familiar:

Java • Shell • Vim • Javascript

TOOLS/PLATFORMS

Git

EDUCATION

IIT BHILAI

BACHELOR'S IN COMPUTER SCIENCE

November 2020 - Present | Raipur, India

Department of EECS

Cum. GPA: 9.33 / 10

NARAYANA JUNIOR COLLEGE

INTERMEDIATE

EDUCATION

2018 - 2020 | Hyderabad, India

PCM

Aggregate 97%

OPEN SOURCE

CONTRIBUTION

ACTIVITY TRACKER MOBILE APP | FLUTTER

Android and NodeJS Server

- Used flutter bridging and channels to pass app usage data from java application to the flutter app.
- Harvested Geolocation data at IP level to keep track of device location.
- Created an endpoint API in the NodeJS server for the Activity-Tracker project (that exists for desktop and VSCode activity tracking).