YASHWANTH KOTHAKOTA

ACADEMIC DETAILS			
M.E.,	BITS PILANI – Hyderabad Campus	9.16 CGPA	2023
Computer Science			
B.Tech.,	Rajeev Gandhi Memorial College of	9.14 CGPA	2020
Computer Science	Engineering and Technology		
Telangana Board of Intermediate Education	Narayana Junior College Hyderabad	91.2 %	2015
(TSBIE) (CLASS XII)			
Andhra Pradesh Board of Secondary Education (BSEAP)	Raju High School Rayachoty	9.8 CGPA	2013
(CLASS X)			
SUBJECTS			
Languages	JavaScript, Python , Typescript, NodeJ		
Tools	VS code, GIT, Postman, Linux CLI, Github, Docker, Datagrip		
Frameworks	React, NextJs, Tailwindcss, Express		
Databases	MongoDB, PostgreSQL, MySQL		
Work Experience			
Plot and Report	Developed a powerful Python-based NA Analysis Tool using pandas, multiproces matplotlib, and python-pptx. The tool eff	Jan 2023 - Jun 2023	
Generation Tool for Logs	processed test APIs on NAND, handling hundreds of		
(Internship:	gigabytes of log files across 192 folders. It utilized		
Western Digital, Bangalore)	parallel processing for faster execution, performed data validation checks, and implemented data cleaning procedures. The tool generated insightful plots and reports for 51 APIs, reducing the QA team's report generation time from 18 days to just 30		
	minutes, significantly boosting efficiency and		
	productivity.		
	Python, pandas, multiprocessing, matplotlib, python-pptx.		
Projects			
Stack Overflow clone		eveloped this project using Next.js a popular React amework, and utilized TypeScript for type-safe	
Stack Systmon distric	code. Tailwind CSS ensured responsive and aesthetically pleasing UI, while Shadcn added a layer of interactivity to the user experience. Clerk added a authentication layer. For data management, I integrated MongoDB, a NoSQL database, to handle user profiles, questions, and answers efficiently. Deployment was accomplished through Vercel,		
	demonstrating my ability to deploy and r		
	applications in a production environment.		
	Nextjs, TypeScript, Clerk, Mongodb, Tailwindcss, Shadcn UI, Vercel		
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React Game Hub

Engineered an engaging game discovery web application using React, TypeScript, and Vite, enriched with the Chakra UI framework for a sleek user interface. Leveraged the Rawg API to source comprehensive game data, enabling users to explore and unearth thrilling new games based on specific filters such as platform and genre. The app, hosted on Vercel, empowered users to effortlessly navigate through a diverse array of gaming options.

Live

UI

React, Typescript, vite, vercel, Rawg API, Chakra

Contact Information

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