Yugandhar Kumar Dharmavarapu

ANDROID DEVELOPER

Detail-oriented individual with a BTech in Software Engineering, looking for a software developer position in a fast-growing company to utilize my technical skills and working knowledge of software applications, development and design.

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🖳 yugandharkumar05.github.io/Yugandhar_Kumar_Portfolio/

in linkedin.com/in/yugandhar-kumar-dharmavarapu

⌾ github.com/YugandharKumar05

◉ medium.com/@yugandharkumar05

SKILLS

JAVA
● ● ● ● ○

SQL
● ● ● ● ○

DATA STRUCTURES
● ● ● ● ○

GITHUB
● ● ● ● ●

TESTING & DEBUGGING
● ● ● ● ○

ANDROID ARCHITECTURE
● ● ● ○ ○

GOOGLE PLAY CONSOLE
● ● ● ● ●

UI DESIGN
● ● ● ● ○

LANGUAGES

English
Professional Working Proficiency

Telugu
Native or Bilingual Proficiency

Hindi
Limited Working Proficiency

EDUCATION

Electronics and Communication Engineering

DVR &DR.HS MIC COLLEGE OF TECHNOLOGY (JNTUK UNIVERSITY), KANCHIKACHERLA.

2022   *6.85 CGPA*

Courses
- Electronics & Communication Enfineering(ECE)

WORK EXPERIENCE

Junior Product Engineer
Nvizion Soloutions Pvt. Ltd.

09/2023 - Present   *Hyderabad*

Contribution
- Developed RESTful APIs using Golang to facilitate communication between frontend and backend systems.
- Played a key role in the back-end development of new API features, contributing to the expansion and improvement of the backend functionality.
- Implemented data validation for back-end development using regular expressions (regex) to ensure the integrity and security of user input.
- Utilized best practices for mobile app development, including debugging and unit testing.
- Troubleshooted and resolved technical issues and bugs reported by users, ensuring timely delivery of bug fixes and updates.
- Technical Skills : Java, Android, XML, Android Studio, Android SDK, Debugging, Golang, MongoDB, API Development(RESTful), API Testing, Postman, Bruno, Linux, Regex Validations, Git

ANDROID PROJECTS

Text Recogniger
- Implemented image processing algorithms to preprocess and enhance captured images for better OCR accuracy.
- Tools & Technologies used for this project is Android Studio, Android SDK, XML (eXtensible Markup Language) and Java programming language for app development.
- PlayStore Link : https://play.google.com/store/apps/details?id=com.yugandhar_kumar.textrecognizer

Roll a Dice
- The app offers an intuitive and user-friendly interface, allowing users to simply tap the screen to roll the dice and can customize the dice that how many you need
- Tools & Technologies used for this project is Android Studio, Android SDK, Random Number Generation, XML (eXtensible Markup Language), User Interface Design and Java programming language for app development.
- PlayStore Link : https://play.google.com/store/apps/details?id=com.yugandhar_kumar.dice

Tic Tac Toe
- This application is a classic game where two players take turns marking spaces in a 3x3 grid to achieve a winning pattern. The objective of the game is to get three of your marks (either X or O) in a row, column, or diagonal.
- Tools & Technologies used for this project is Android Studio, Android SDK, XML (eXtensible Markup Language), User Interface Design and Java programming language for app development.
- PlayStore Link : https://play.google.com/store/apps/details?id=com.yugandhar_kumar.tictactoegame

Notes
- The Notes Android application is a simple and intuitive app that allows users to create, edit, and manage their personal notes.
- Tools & Technologies used for this project is Android Studio, Android SDK, SQLite Database , XML (eXtensible Markup Language), User Interface Design and Java programming language for app development.
- PlayStore Link : https://play.google.com/store/apps/details?id=com.yugandhar_kumar.notes

PUBLICATIONS

Medium Articles
https://medium.com/@yugandharkumar05

Published Android Applications On PlayStore
https://play.google.com/store/apps/developer?id=Yugandhar+Kumar