SIVA SAI DHEERAJ TANIKONDA

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EDUCATION

Master of Science in Computer Science　　　　　　　　Expected Graduation: May 2018
Texas A&M University- Kingsville　　　　　　　　　　　　　　　　　GPA – 4.0

Bachelor of Technology　　　　　　　　　　　　　　　　　　Graduated: May 2016
Major: Computer Science
Amrita School Of Engineering-Bangalore

EXPERIENCE

Assistant Professor, Chirala Engineering College, Andhra Pradesh　　June 2016 – August 2016
Taught undergraduate courses to Computer Science and Engineering students. Data Base management system, Compiler Design. Associated as lab teaching assistant for Data Base management system lab, and C language lab.

TECHNICAL SKILLS

- Programming Languages: C, C++, Java, Python, HTML, and SQL.
- Operating Systems: Linux, Ubuntu, Windows XP/Vista/7/8/10, Android.
- Application Expertise: MS Word, CAD, Eclipse.

ACADEMIC PROJECTS

Title: Online Guest House Booking　　　　　　　　　　July 2014 - January 2015
Location: Amrita University, Bangalore, Karnataka
Team Size: 3
Objective: To develop a web application for booking rooms.
Description: The project was aimed to create a web application developed for booking a guest house. Admin creates login for his supervisor which help to run this application. Customers who are willing to book a room have to register in the system.
Role: Linking of frontend with the database and managing database using **Oracle Database**.
Tools Used: **HTML, Java**, and **Oracle Database**.

Title: Restaurant Ordering　　　　　　　　　　　　　January 2015 - June 2015
Location: Amrita University, Bangalore, Karnataka
Team Size: 3
Objective: Developed an android application for restaurant
Description: In this project we developed an application, when a customer goes to restaurant, each table in a restaurant is provided with a tab which contains this application, and customer can order items and can pay bill without anybody help.
Role: Designed user login page, user registration page and taking order page.
Tools Used: Android Emulator and **JAVA, XML**.

Title: Ping Pong Ball   July 2015 - December 2015
Location: Amrita University, Bangalore, Karnataka
Team Size: 2
Objective: Developed a 2D animation game using OpenGL.
Description: In this project we developed a 2D animation game Ping Pong Ball using OpenGL cross language. In this game movement of ball is controlled by user and the animation created by the user.
Role: Created 2D animations and movement of ball and path in which ball moves.
Tools Used: **Ubuntu, OpenGL**.

Title: Travel Guide   January 2016 – June 2016
Location: Amrita University, Bangalore, Karnataka
Team Size: 3
Objective: To develop an android application on Tourist guide
Description: In this project we developed an android application for tourists to know the history of places the user visits and the distance between his location and the place he wants to visit. In this application the user has to login to the application and the users searches the places he want to visits.
Role: Linking of frontend with the database and managing database.
Tools Used: Android Emulator, **JAVA, XML, and Database**.

EXTRACURRICULAR ACTIVITIES
- Organized Gaming event during national fest **EKATVA - 2014.**
- Participated in SLAC (Stay late and code) competition organized by Amrita University.
- Volunteered for Mata Amritanandamayi 60th birthday celebration.
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