CHANDANA MUSUNURU

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I have nearly 2 years of experience in backend development, specializing in building scalable microservices and deploying applications on AWS. With strong skills in modern technologies, distributed systems, and object-oriented design, I bring a solid technical foundation to my work. Currently pursuing a Master's in Computer Science, I am eager to apply my expertise to impactful, customer-focused projects.

EXPERIENCE

Java Backend Developer **October 2021 – August 2023**

Cognizant Technology Solutions- Bangalore, India

- Designed and developed scalable, fault-tolerant microservices using Spring Boot and RESTful APIs, delivering efficient solutions aligned with customer needs.
- Enhanced application reliability through unit testing with JUnit and Mockito, reducing defects and ensuring robust performance.
- Collaborated cross-functionally in an Agile environment to design, implement, and refine innovative software solutions.
- Improved system performance and optimized code quality via SonarQube integration and code reviews.
- Automated deployments for faster, reliable releases by designing CI/CD pipelines and utilizing tools like Jenkins.
- Deployed and managed cloud-based applications on AWS, leveraging services such as EC2, S3, and RDS to ensure scalability and availability.
- Conducted integration and regression testing, resolving issues and maintaining high-quality software releases.
- Partnered with QA teams to address issues, ensuring seamless and customer-obsessed software delivery.

Academic Projects:

Rapid Multiplication Game **Jan 2024 – May 2024**

Platform: Amazon App Store

Technologies: C#, Unity, Azure App Services, Azure Functions, Azure SQL Database, Azure Cognitive Services (Speech), Azure DevOps

- Developed Rapid Multiplication, an educational game, using C# in Unity as part of an academic project
- Utilized Azure App Services to host and manage the backend, ensuring scalability and seamless game data synchronization
- Integrated Azure Functions for serverless computing, handling background tasks like user score updates and event-driven notifications
- Employed Azure SQL Database to store user profiles, scores, and game progress in a structured manner
- Integrated Azure Cognitive Services (Speech) to enhance the game experience with speech recognition, enabling voice commands for a more interactive gameplay.
- Leveraged Azure DevOps for continuous integration and deployment, automating the release process and ensuring consistent updates to the game

Machine Learning Projects **Aug 2024 – Dec 2024**

Technologies: Python, Scikit-learn, TensorFlow, Keras

- Implemented a spam email detection classification model using Scikit-learn and Logistic Regression, and applied unsupervised learning techniques like K-Means and GMM for customer segmentation
- Developed and trained a CNN model for Fashion MNIST classification, including data pre-processing, architecture design with convolutional layers, pooling, and dropout to optimize performance and reduce over-fitting

- Achieved 92% classification accuracy using optimization techniques like Adam optimizer and sparse categorical cross-entropy loss
- Visualized results with accuracy/loss curves and confusion matrices to identify areas for improvement
- Demonstrated potential applications in e-commerce, including automated product tagging and inventory management

SKILLS

- **Programming Languages:** Python, Java, C++, C#, SQL
- **Frameworks & Technologies:** Spring Boot, Microservices, RESTful APIs, Hibernate, JPA, TensorFlow, Keras, Scikit-learn
- **Web Technologies:** HTML, CSS, JavaScript, Angular, React
- **Cloud Technologies & Databases:** AWS (EC2,S3,RDS), Azure, MySQL, Oracle
- **Tools & IDEs:** Git, GitHub, IntelliJ IDEA, Eclipse, STS, VS Code, Docker, Kubernetes, Postman, Figma
- **Testing & DevOps:** JUnit, Mockito, SonarQube, Jenkins, Azure DevOps, JIRA, Confluence
- **Other Expertise:** Distributed system, object-oriented design, agile development, data structures, algorithms, linear optimization

EDUCATION

California State University, San Bernardino **08/2023 - 05/2025**
Master of Science in Computer Science
GPA: 3.85/4.0

Jawaharlal Nehru Technological University, Kakinada **08/2017 - 07/2021**
Bachelor of Technology in Computer Science
Percentage: 83%

RELEVANT COURSEWORK AND QUALIFICATIONS

Artificial Intelligence, Machine Learning, Distributed Systems, Database Management, Big Data, Microservices Architecture, Containerization (Docker, Kubernetes), Algorithms, Object-Oriented Programming, User Interface Design, Operating System, Numerical Computation, Modern Computer Architecture.