Chaitanya Bharat Dokara

AWS Cloud Practitioner

B.Tech., Computer Science & Engineering
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PROJECTS

- **Wordle** http://frontend-wordle.s3-website-us-east-1.amazonaws.com/
- **Ants and Bees** https://dchaitu.github.io

TECHNICAL SKILLS

- **Programming Languages**: Python, C++, JavaScript, SQL
- **Application Development**: Django, Flask, Bootstrap, Tailwind CSS, HTML5, React JS, PostgreSQL, Git, AWS
- **Mobile Application Development**: Flutter, Riverpod
- **No Code Development**: Framer, WebFlow

EDUCATION

Year	Degree/Examination	University/Institute	CPI/%
2020	B.Tech Degree	GITAM Visakhapatnam	8.22/10
2016	Intermediate Public Examination	Sri Chaitanya Junior Kalasala	94.7%
2014	SecondarySchool Examination	Gowtham Concept School (STATE)	8.8/10

WORK EXPERIENCE

PINScale Technologies Ltd Sep 2020 – Sep 2024

Python Back-end Developer:

- Tested Python modules and developed key modules for a gamification application following Clean Code Architecture.
- Wrote unit tests for interactors, storages, and presenters, followed by integration tests.
- Refactored legacy code to new clean code guidelines, writing test cases for it.
- Tested API calls using mock data and verified output with Postman.

Technical Content Developer:

- Created and curated content for Python and Competitive Programming courses, tailored to various difficulty levels.
- Developed topic-specific Python questions and exams with varying difficulties.
- Created Competitive Programming questions solvable in C++ and Python, with solutions and hints (e.g., data structures or approaches).

Content Translator and Quality Assurance Specialist:

- Translated English content to Telugu, ensuring audio, text, and video slides matched accurately.

– Verified audio for distortions or premature cuts using Audacity.
– Ensured audio matched slide content, providing remarks for corrections.
– Maintained content equality across languages, preserving key topic terms during translation.

INTERNSHIP PROJECTS

iBuild Innovations India Ltd July 2019

Facebook-like App with Django using Clean Architecture:

– Created models for posts, users, and comments.
– Developed groups and admin functionalities for users.
– Added features to display posts by likes/dislikes and groups by user count.

The Movie Database (TMDb) App with Django using Clean Architecture:

– Created models for movies, actors, directors, and cast.
– Implemented functionalities like filtering movies by release date or director/actor.

ACADEMIC PROJECTS

Voice Controlled LED Strip April 2020
Final Project

– Developed code using Arduino IDE.
– Used Octabrix HDK board with light strip and light sensor.
– Created an IFTTT applet and used Blynk app for web requests.

Online Food Ordering App October 2019
Web Technologies Course Project

– Developed backend with Django and Django-Rest-Framework for REST API.
– Built web frontend using HTML, Bootstrap CSS, and JavaScript to handle API requests.

Mario Lookalike Game August 2018

– Learned object motion with image assets.
– Developed a 2D game with character functionalities (jump, run, shoot, collect coins).
– Handled valid user inputs for actions and added sound effects.

Roll a Ball Game August 2018

– Learned to add gloss, texture, and physics to 3D objects.
– Developed a 3D game where a ball rolls and collects coins.
– Added sound effects and multiple levels.

A Search Engine for Blog Writers August 2018
Seminar Project

– Crawled blog article data using BeautifulSoup4.
– Developed a web application to parse XML data.

Music Shop Locator June 2018
DBMS Course Project

– Built a web application with dynamic HTML, styled with Bootstrap.
– Created relations between songs, albums, and stores using SQLite3.
– Connected server and templates using Django.

IOT BOOTCAMP PROJECT

Smart Socket using Arduino Development Board May 2018

– Developed a "Smart Socket" that stops current flow when a connected mobile is fully charged.
– Built an app to automatically power the mobile based on battery level.
– Used a regulator to maintain voltage and checked battery percentage at intervals, sending data to the Arduino.
– Utilized IFTTT for request/response handling.