

GURRAM DHANUSH



📍 vijayawada, Andhra Pradesh

✉ gurramdhanush21@gmail.com

📞 9440543956

in linkedin.com/in/gurram-dhanush

🖱 website 🌐 GitHub 🔗 Leetcode

Education

Computer Science Engineering GPA-7.4,
Amrita Vishwa Vidyapeetham
2018 – 2022 | Amritapuri

Professional Experience

Maersk, GSC, developer intern
01/2022 – 01/2023 | Bengaluru, India
Maersk is a global shipping and logistics company that serves various industries. As a B2B company, it's important to maintain accurate information about its customers, shipping locations, preferences, payment history, and its own vessels and containers. SMDS is a system that centralizes this information, known as customer master data, facility master data, and geography master data, to create a single "golden copy" of truth for the company and its subsidiaries.

Top Skills

java, javascript, cypress.io, SQL, postman, REST API's, nodejs, ReactJs, ExpressJs, Vite

Projects

React E-Commerce Library App, *E-Commerce Website*

03/2023 – 03/2023

- Live Demo: <https://library1995-react-app.netlify.app/> ✓
- The Library Website is an online platform where users can browse, sort, and purchase books. The website is built entirely on HTML, CSS, JavaScript, and React libraries. The website includes a Books section where users can view all available books and sort them based on various parameters such as author, genre, and publication year. The website also includes a Cart section where users can add and remove books from their cart before proceeding to checkout.

cloud service, Train reservation system ✓ 10/2021 – 12/2021

- Train ticket booking system based on a microservice architecture containing 4 microservices.
- Languages used - Javascript, Express Node.js, HTML, CSS, MongoDB.
- The Web application was finally deployed on GCP App engine.

Game-Website, *game recommendation website* ✓

04/2023 – 04/2023

project is a game recommendation system built using Vite, ReactJS, TypeScript, and Chakra. The system allows users to search for games based on their preferred genre and platform, making it easier for them to find games that they can play on their chosen platform.

volunteer Experience (societies)

Student Social Responsibility Project 2020, *Awareness Sessions for Students*

Conducted sessions as a team of six to a group of school students about COVID-19 and the importance of food waste management