DilliBabu K

chittoor, AP | dillibabu8074@gmail.com | +91 6300739259

https://www.linkedin.com/in/k-dillibabu-5b4b5a353

Objective

A passionate and quick-learning Java enthusiast looking for an entry-level Java developer role to apply academic knowledge and hands-on project experience. I'm excited to work in a dynamic team to build impactful applications using core Java,and modern development tools.

Education

Sreenivasa Institute of Technology and Management Studies, Chittoor , B.Tech in Electronics and Communication Engineering
June 2022 – present
- **CGPA:** 7.8/10.00

Vijayam Junior College, Chittoor, Mpc
March 2020 – May 2022
- **Percentage:** 75

Skills

- **Languages:** Java,SQL, HTML,css
- **Tools:** PowerPoint
- **Platforms:** Visual Studio Code
- **Soft Skills:** Collaborative Problem Solving, Qualitative Research, Team Management, Adaptability

Project

Traffic Light and Automatic Street Light System
- Designed a cost-effective traffic light system using **IC 555 timers** in astable mode to generate signals for red, yellow, and green lights.
- In order to analyze the site architecture and look for things such as menus, content pages, and forms, the procedures are implemented in order to design and assist in the creation of the components.
- Utilized basic electronic components (**555 timer, LDR, transistors, relays**) without complex microcontrollers or sensors.
- Improved **road safety** and **energy efficiency** by automating lighting and traffic control in a low-cost manner.

Tic-Tac-Toe – Console Based Application (Java)
- Developed a two-player Tic-Tac-Toe game using Java.

  Used modular programming with classes and methods for clean code structure.
- Implemented game logic, input validation, and win/draw detection.Used modular programming with classes and methods for clean code structure.
- Designed and built a fully interactive console-based Tic-Tac-Toe game. Implemented board rendering, turn-based logic, and win/draw algorithms. Applied OOP concepts (classes, methods, loops, arrays) to structure the game. Ensured error-free user input and smooth gameplay experience.
- Developed a two-player console game using Java with complete game logic and win/draw detection.

Experience

Java Full stack, Intern Certify – West godavari, AP
june 2025– july 2025
- Enhanced front-end design website by implementing a blend of CSS, JavaScript, HTML; introduces adaptive design features of resulting in a 40 percent increase in mobile user engagement and a 25 percent decrease in bounce rate.
- In order to analyze the site architecture and look for things such as menus, content pages, and forms, the procedures are implemented in order to design and assist in the creation of the components.

Activities/Certifications

- **Hands-on Workshop on IoT for Robotics** – Participated in a 2-day workshop organized by the Department of ECE, SITAMS in association with IEEE-SB & COMSOC (Sept 2024).
- **Entrepreneurship and Innovation Outreach Programme** – Actively participated in outreach program organized by Institution's Innovation Council (IIC), NSS & SITAMS at Z.P.H.S School, Doddipalli (Aug 2024).
- **SITAMS Talent Meet 2K25 (National Level Symposium)** – Served as *Student Coordinator*, contributed to successful event management and coordination (Mar 2025).