Abhishek Vangala

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Career Objective:

To work in an organization which provides me a better scope in the field of Software Engineering.

Academic Review:

Name of course	Discipline/ Stream	Institution/ University	Percentage	Year of Passing
B. Tech	Computer Science Engineering	Vignana Bharathi Institute of Technology	68	2015
Intermediate	M.P.C	Narayana Junior College	82	2011
S. S. C	State Board	St. Andrews high School	79	2009

PROJECTS (ACADEMIC):

PROFANITY FILTER (mini project): DESCRIPTION: Verbal abuse is a common issue in any of the chat-rooms or forums, this software is developed to detect and remove such abuses, or profanity. This chat-room provides multiple users ability to chat in a profanity-free environment.

ROLE: 1. Developed a multi-user chat-room.

2. Developed admin module through which the admin/s can block or unblock users.

3. Developed the code to check for profanities in the message and replace them with asterisks.

PLATFORMS: Any platform which supports web-technology.

LANGUAGES: Java, JavaScript.

WEB-TECHNOLOGIES: JSP, CSS.

TOOLS: Eclipse, MySQL Work-Bench.

DATABASE: MySQL.

Scholarship Portal (Major Project):

Location: Centre for Good Governance.

DESCRIPTION: The Scholarship portal is a mobile application developed in android platform. The application mainly focuses on helping students who have already registered, check their scholarship status. Thus making the job for students easier.

PLATFORMS: Android OS

LANGUAGES: Java.

WEB-TECHNOLOGIES: JSON

TOOLS: Android Studio, Eclipse

DATABASE: MySQL

OTHER PROJECTS:

SPY-D (ARCADE GAME): DESCRIPTION: One of the toughest arcade game out there in the Play Store. In this game the player has to control the spider (SPY-D) and avoid lasers from harming the spider.

ROLE: 1. Creation and destruction of the obstacles.

2. Destruction of Spy-D game-object after the collision with the obstacles.

3. Creation of the game-loop.

4. Developed the game-play and functionality of screen-tap (speed increment).

5. Developed scoring criteria and score function.

PLATFORMS: Android OS.

LANGUAGES: C#.

TOOLS: UNITY 3d, Mono-Develop, Photoshop CS5.

Technical Skills:

   1. Languages: C, C++, Java, C#, Python and Python 3.

   2. Web Technologies: HTML, PHP, AJAX, JSON, CSS, JSP JavaScript and JQuery.

   3. Tools & IDE: Eclipse, PyCharm, XCode, UNITY, Mono-Develop.

   4. Operating Systems: WINDOWS (XP, 7, 8) and MACINTOSH (Yosemite).

   5. Databases: Oracle and MySQL.

Strengths:

   1. Can effectively understand and implement new Concepts.
   2. Excellent leadership skills
   3. Ability to solve problems with a resolved approach.
   4. Good communication skills.
   5. Easily Adaptable in working as a Team.
   6. Positive outlook towards things.

Workshops Attended:
   1. Participated in "Ethical Workshop "organized at NIT, Warangal.
   2. Participated in "STRUTS AND HIBERNATE WORKSHOP "organized by CSE department at VBIT.

Personal Details:

   Father's name   : Subhash Vangala
   Mother's name   : Chandrakala Vangala
   D.O.B   : 11/02/1994
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