#### **GREESHMANTH POKURU**

greeshmanthpokuru@gmail.com • +91 8639496493 • linkedin.com/in/greeshmanth-pokuru-9774121aa github.com/greeshmanth27 • greeshmanth-portfolio.vercel.app

Full Stack Developer proficient in Python, Java, MERN stack, and modern web technologies. Experienced in front-end (React.js, Next.js), back-end (Node.js), and databases (SQL, PostgreSQL). Passionate about building scalable systems, writing clean code, and creating responsive, cross-browser-compatible applications with a strong focus on UI/UX and performance optimization. A quick learner and collaborative team player.

## INTERNSHIP EXPERIENCE

## **Technical Specialist Intern**

Jan 2025 - Apr 2025

Warp Drive Tech Works

Bangalore

- Developed and maintained web applications using Next.js, Python, and Django, contributing to faster feature rollouts.
- Built responsive UI components with strong focus on performance optimization and cross-browser compatibility.
- Integrated RESTful APIs and GraphQL endpoints implemented backend logic for user authentication and data processing.
- Collaborated in Agile development cycles, assisting in bug tracking, testing, and feature enhancement.
- Utilized Git, API integration techniques, and modern development tools to support efficient code deployment and team workflows.

#### **EDUCATION**

## B. Tech in Computer Science and Engineering (IoT Specialization)

Jan 2020 - May 2024 GPA: 76.06 %

PBR Visvodaya Institute of Technology and Science, Kavali

#### **PROJECTS**

# Library CatLog (Java, Spring Boot, SQL)

Developed a web-based library management system using Java and Spring Boot that allows users to search, browse, and manage books, authors, and genres.

- Developed a user-friendly interface for librarians to add, update, and delete catalog entries.
- Enabled search and borrowing functionalities for users with library cards.
- Integrated SQL database for secure and efficient data storage and retrieval.
- Ensured scalability and responsiveness for a seamless user experience.

## Image puzzle game (HTML, CSS, JavaScript)

Created an interactive image puzzle game where users can rearrange shuffled image tiles to reconstruct the original picture.

- Built using HTML, CSS, and JavaScript for dynamic and engaging gameplay.
- Implemented a drag-and-drop feature and a randomized shuffling algorithm for added challenge.
- Developed a randomized tile shuffling algorithm to enhance difficulty.
- Designed an adaptive, visually appealing UI for better user engagement.

## **Cloud Based Smart Pantry Using Iot Project (Embedded-c)**

Designed and implemented an IoT-enabled smart pantry system for real-time inventory monitoring and automated alerts via phone, email, and in-app notifications.

- Programmed microcontroller firmware using Embedded C for automation.
- Integrated with cloud services for remote monitoring and access.
- Developed a cross-platform mobile app for user-friendly pantry management.
- Optimized the system to reduce food waste and improve inventory efficiency.

# **SKILLS**

Languages: Java, Python, C

Front-End: HTML, CSS, Bootstrap, JavaScript, React.js

**Back-End:** Node.js, Express js **Databases:** SQL, PostgreSQL **APIs:** REST API, GraphQL

Tools & Cloud: Git, GitHub, VS Code, AWS

**SOFT SKILLS** 

Problem-Solving | Interpersonal Communication | Team Collaboration | Attention to Detail | Adaptability | Quick Learning