Honey Sree Chennamsetty

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SUMMARY

Dynamic and resourceful Software Engineer with a strong academic foundation and practical experience in software development, data analysis, and cloud technologies. Pursuing a Master's degree in Software Engineering at Blekinge Institute of Technology, complemented by industry experience in automation, cost optimization, and dashboard development. Adept at solving complex problems, collaborating with diverse teams, and delivering efficient, scalable solutions. Passionate about leveraging innovative technologies to create impactful software systems and drive continuous improvement.

EXPERIENCE

Summer Intern R & D   jun 2024-Oct 2024
Ericsson   *Stockholm*

- Accomplished a 20 % reduction in infrastructure costs by developing and maintaining Grafana dashboards for real-time monitoring and automating resource utilization alerts using a Python-based notification system integrated with MySQL.
- Improved decision-making efficiency by analyzing utilization reports across various services, resulting in better resource allocation and optimized infrastructure management.
- Streamlined workflows and reduced manual intervention by 40 % by automating the decommissioning process for underutilized resources, enhancing overall system performance.

Frontend Developer   sep 2022-Nov 2022
Devtown Training Program   *India*

- Gained experience by training and participating in developing a university website, contributing to its design, functionality, and user experience, ensuring effective communication and information dissemination.

Python Developer   oct 2022–dec 2022
Devtown   *India*

- Created efficient Python scripts for handling complex data-driven workflows.
- Collaborated on the development of user-centric features for web applications.

Artificial Intelligence Intern   Oct 2021-Nov 2021
verzeo   *India*

- Developed machine learning models to solve real-world technical challenges.
- Optimized algorithms for better predictive accuracy in data analysis tasks.

Python Development Intern   Jan 2021–May 2021
Sparkway Technologies   *India*

- Designed Python modules for machine learning techniques.
- Collaborated on data preprocessing and model optimization for system improvements.

Cloudintern   Apr 2020-jun 2020
verzeo   *India*

- Gained hands-on experience in cloud technologies such as AWS, Azure, and GCP.
- Assisted in integrating and troubleshooting cloud deployments.

EDUCATION

Master of Science in Software Engineering   Karlskrona, Sweden
Blekinge Institute of Technology   *january 2023–ongoing*

Bachelor's of Technology, Computer Science   Karlskrona, Sweden
Blekinge Institute of Technology   *August 2021– june 2022*

Bachelor of Technology, Computer Science and Engineering   Tirupathi, India
Sri Padmavathi Mahila Visvavidhyalayam   *july 2018 – August 2021*

TECHNICAL SKILLS

Programming Languages: C, C++ , Java, Python, JavaScript, Bash.

Web Development: HTML5, CSS3, Tailwind CSS, Bootstrap, React/Angular, Nodejs, Typescript, Next.js, Express, SQL/NoSQL, RESTful APIs.

Databases: MongoDB, MySQL, PostgreSQL, SQL.

Cloud Technologies: Amazon Web Services (AWS), Google Cloud Platform (GCP).

DevOps and Automation: Terraform, Ansible, Docker, Kubernetes, Grafana, Bash scripting, Git, Jenkins, Gitlab CI, Github Actions, CI/CD pipeline, Grafana.

Development Methodologies & Other: Agile Environment, Automated Testing, DevOps Practices, CI/CD methodologies, JIRA, Linux.

PROJECTS

COVID-19 Simulation / Python Programming
Nov 2022- Feb 2023
Karlskrona, Sweden

- Designed and implemented low-level algorithms for modeling data-driven systems.
- Developed a simulation model using Python and Markov chains for selected countries.
- Presented insights through visualizations to demonstrate the societal impact of public health data.

Continuous Integration Environment / Software testing
Jan 2023 - mar 2023
Karlskrona, Sweden

- Configured automated testing and delivery pipelines using Jenkins and Selenium.
- Produced detailed reports and visual insights for technical stakeholders.

Disease spread module / Methods and Tools
Aug 2021–Oct 2021
Karlskrona, Sweden

- Developed a disease awareness website using WEKA, featuring visual insights through graphs and color-coded indicators.
- The final output includes statistical tree analysis and plot graphs derived from the dataset statistics.

Here's the drink / Mobile Application Development
Jan 2022–Mar 2022
Karlskrona, Sweden

- The key objective of the project is to design an application that will help check on the availability of the products. The application is called "Here's the Drink", and it falls under the category of guiding and availability check of the products the customer wishes to look up.
- The major selling point of Here's the Drink is that we are planning on designing the application without any subscription needed, i.e., the users need not sign in or give in any other personal details, even if it is a new user.

A Comparative Study of Overleaf and Cocalc using Usability Heuristics / Bachelor's Thesis
Jun 2022 - Oct 2022
Karlskrona, Sweden

- The main aim of our thesis is to choose the best latex editor in between Overleaf and CoCalC so that people can save time by strucking in between those two latex editors.
- The method that has been chosen and used for comparison is survey evaluation. The questions for the survey, which will be delivered through Google Form

Android Tourist Guide / IOT Project
Sep 2020–Nov 2020
India

- Android tourist guide provides the tourist with a city map depending on its current location entered by the Android phone user.
- This is mainly beneficial for the tourist's have no idea about the places they want to visit.

SHIP OF FOOL'S / Python Programming
oct 2021 - Dec 2021
Karlskrona, Sweden

- Ship of fool's game is a simple classic dice game. This game is played between two or more players.
- Developed in python programming and functionality of the game is between 5 classes. The sum of the two remaining dice (cargo) is preferred as high as possible. The player with the highest cargo score wins the round
- Developed game logic using OOP principles, ensuring code reusability and performance optimization, relevant to low-level system tasks.