|  |  |  |
| --- | --- | --- |
| Jaideep.kukkadapu@iiitb.org | **Jaideep Kukkadapu** | Contact no: 798-172-1909 |
| **PROFESSIONAL SUMMARY** | | |
| * Proficient in coding with JAVA, C and C++, Python * Hands-on in Object oriented design using JAVA, Python game development, Android application development * Have a knack of runtime and memory complexity while writing code and choosing specific data structure for an application   **Education** | | |
| **Bangalore, India** | **International Institute of Information Technology (IIIT-Bangalore)** | 08/2018 – 08/2023 |
| Integrated Bachelors and Master’s in computer science (**IMTECH**) GPA: 3.20  Relevant Coursework: Data Structures and Algorithms, JAVA, Digital design through Verilog, Computer networks, C and Python programming, OOPS, Computer Architecture.  **TECHNICAL SKILLS** | | |
| **Languages**: JAVA, C, C++, Python, Verilog, Object oriented programming  **Tools**: Visual Studio, Android Studio, Pycharm  **Others**: Windows, Linux | | |
| **Academic Project Experience** |
| **Design of MIPS:**  **Summary**: Designed an MIPS assembler and compiler, replicated how a general-purpose processor assembles and compiles code by using the binary generated from assembler  **Tools**: Python, Verilog, visual studio   * Assembler stage is developed in python and used basic data structures such as hashtable to generate binary code * Compilation stage has features such as branch taken, flushing, stalling, and branch value forwarding that are implemented in Verilog to improve efficiency.   **Prototype of Collision avoiding mechanism**: | | |
| Summary: Developed a proof of concept for collision avoidance where a scene which contains multiple derived objects from different persons should avoid collisionsTools: Java  * Used multi-threaded java to simulate a real time scenario for moving different objects at once * Each person in the team will have a different shape of object as well as avoidance logic and in a single scene where there are multiple instances of objects logic should make sure that no two objects will collide | | |
| **A Simple Game using python:**  **Summary**: A simple game using object-oriented python  **Tools**: Python, Pycharm   * Objective of this game is to shoot blocks by moving the gun in different directions * Learnt randomizing inputs that are generated using python rand generators * Designed couple of levels in the game with varying speed of blocks and bullets | | |
|  | | |