

KALYAN BANDARU

+1 7329864815

kalyanpatrudubandaru@my.unt.edu

SUMMARY:

- Worked as an Engineering Intern at BeyondSquareSolution pvt ltd and FireEye.
- Worked on few academic projects and mainly focused on Networking and computer security which is my point of interest. Also, acted as a lead member in one of the projects I have completed.
- Familiar with programming languages (C, Python) and Web Development Tools (HTML, CSS).
- Actively participated in Pen Testing Workshop.
- Excellent as a team player as well as independent worker.
- Good communication skills and very adaptive.

TECHNICAL SKILLS:

Programming Languages	C, Python
Database Tools	MySQL, Django
Web Development Tools	HTML, CSS, JavaScript
Operating Systems	Windows 95/98/2000/XP/Vista/7, Mac OS 9, Mac OS X
Networking tools	Wireshark, Nmap, Burp suite, Cisco Routing &Switching
Other Tools/Software	MS Office (Word, Power Point, Excel)

PROFESSIONAL EXPERIENCE:

BeyondSquareSolutions Pvt Ltd, Bangalore, Karnataka

Jun 2019 – Aug 2019

Engineering Intern

- Worked on brute force and cipher texts.(how to crack the private key using brute force for respective public key)
- Involved in daily meetings to update the status of project and resolve any queries happened while working.
- Received certificate of completion from project manager at the end of Internship.

ACADEMIC PROJECTS:

PROJECT 1:

Topic: Drug Supply Chain Integrity

Description:

- Explored proof-of-concept application that keeps track of drug records using blockchain technology in a decentralized way
- Enables manufacturer, supplier, patients, and pharmacists to manage, access a complete individual drug life cycle in a secure and accountable way through comprehensive logs.
- To achieve the transparency, security, and privacy of the proposed system, we used a smart contract developed in the solidity programming language in combination with permission blockchain architecture.

PROJECT 2:

Topic: Data Communication

Description:

- the aim of the project was about giving a brief demonstration how data transmission will be done on the internet in LAN and WAN using different primitives available in the OpenGL library and combining them together in a required manner.
- Implementation is done by OpenGL and Microsoft Visual C++

PROJECT 3:

Topic: Class Chat

Description:

- Similar to WhatsApp, this is a chat on the server i.e., made up of two apps, which. Runs on the user's browser and the server.
- To chat the user should connect with the server by the process of the login where they can do private and group chat.
- This application is intended to class or form department.

COURSES & TRAININGS:

- Web developer Bootcamp
 - freecodecamp
- The complete JavaScript Course
 - Udemy.com
- Web design specialization course
 - University of Michigan (online course)

CERTIFICATIONS:

- Currently Working on “AWS Devops engineer” course certification which was authorized by Amazon Web Services.

EDUCATION:

COURSE	YEAR	COLLEGE / INSTITUTION	BOARD	CGPA
Master	2021-2023	University of North Texas	-	3.00 (1 st semester)
Bachelor of Technology	2020	Bapuji institution of engineering and technology	VTU Belgaum, Karnataka, India	7.5
Intermediate	2016	Narayana junior College	Board of Intermediate Education, Andhra Pradesh, India	9.3
SSC	2014	Narayana e-techno School	Board of Secondary Education, Andhra Pradesh, India	9.0

CO-CURRICULAR ACTIVITIES:

Participated in the following workshops conducted by BIET, affiliated to VTU from 2016 through till date:

- IBM Chat Bot workshop.
- Machine Learning and AI.
- Importance of Big data and Analytics.