KASULA SAITEJACHARY

📞 +91-8074929269 · ✉ SAITEJAKASULA97@GMAIL.COM · 🔗 LINKEDIN · ⦿ GITHUB

Experience

- **Qualsquad infotech Pvt Ltd, Hyderabad — Data Annotator** *June 2021 - November 2022*

  - Successfully annotated large datasets to train machine learning models, ensuring accuracy and reliability in data labeling.
  - Collaborated with cross-functional teams to develop data annotation guidelines and standards, improving overall annotation efficiency and consistency.
  - Conducted thorough quality checks on annotated data, promptly identifying and rectifying any errors or inconsistencies to maintain high data integrity.
  - Actively participated in training sessions to enhance knowledge of industry-specific terminology and requirements, resulting in improved data annotation proficiency.

Education

- **Sree Chaitanya College of Engineering, Karimnagar** *2015-19*

  Bachelor of Technology in Mechanical Engineering Percentage: 64.99

Personal Projects

- **Blinkit clone website**

  Dive into core web development concepts by constructing a static version of the Blinkit website.

  - This project involves creating an engaging interface using HTML,CSS and Bootstrap.
  - This project emulating Blinkit's distinctive layout and design, without incorporating dynamic features.
  - Technology Used: HTML, CSS and Bootstrap.

  🔗 Live Link

  ⦿ GitHub Link

- **Jira-Scrum Boards**

  A website where Every team member can constantly visualize project progress with a scrum board.

  - This project involves creating an engaging interface using HTML,CSS and JavaScript.
  - The board provides a visual representation of the work in progress, making it easy for team members to understand what tasks are currently being worked on, what's in the backlog, and what has been completed.
  - Technology Used : HTML, CSS and JavaScript.

  🔗 Live Link

  ⦿ GitHub Link

- **Brick-Breaker Game**

  A simple Brick Breaker Game where the ball break the bricks while being reflected by the slider.

  - Developed a Brick Breaker game using Java Swing as a personal project.
  - Implemented various game mechanics, including paddle movement, ball physics, brick collision, and scoring system.
  - Technology Used: Java swing and AWT.

Technical Skills and Interests

Languages: Java, C++, Javascript, HTML+CSS
Web Dev Tools: VScode, Git, Github
Frameworks: React JS, Bootstrap
Cloud/Databases: SQl, Relational Database(MYSQL)
Relevent Coursework: Data Structures & Algorithms, Operating Systems, Object Oriented Programming, Database Management System, Software Engineering.
Areas of Interest: Web Design and Development, Data science.
Soft Skills: Problem Solving, Self-learning, Presentation, Adaptability

ACHIEVEMENTS

- Attend 24 coding contest in Acciojob portal and score more than 85 persent in all contest.
- Completed over 200 various types of Java programming problems in the last 6 months.
- Best employee of the month award.
- Best performance award in the college.