Malla Kavya Mrudula | CS14B046



Indian Institute (91) 9176480704	Sall Made				
EDUCATION				walla e	
Current 2014		B.Tech/ M.Tech Dual Degree in Computer Science & Engineering Indian Institute of Technology, Madras Minor: Operations Research CGPA: 8.39			
2014 2012		XII Andhra Pradesh State Board Sri Chaitanya Junior College, Visakhapatnam, Andhra Pradesh Score: 98.5%			
2012 2008		X Andhra Pradesh State Board Mahathi Model High School, Visakhapatnam, Andhra Pradesh CGPA: 10			
SCHOLASTIC A	CHIEVEMENT	'S			
	2014	Secured AIR 1419 in IIT-JE			
2015		Received Prathibha Award from Government of Andhra Pradesh.			
2014 2014		Selected for Kishore Vaigyanik Protsahana Yojana (KVPY) in SX Stream Received Success@Vizag 2014 by the Times of India, Visakhapatnam			
Course Worl		The cerved Succession Vizug	2014 by the Times of Maia, Visakhapath	um	
Core & Electives		Computer Organisation Basic Graph Theory Modern Compilers Reinforcement Learning	Discrete Mathematics for CS Switching Theory and Digital Design Data Structure and Algorithms Software Engineering	Artificial Intelligence Operating Systems Networks	
Programming Languages		Proficient in C, C++, Java, Python, Javascript			
Markup Languages		Proficient in HTML, CSS3 & decent knowledge in LaTeX			
Frameworks		Worked extensively using React.js & Redux			
Softwares		Adobe Photoshop, Unity3D, Blender			
Conversational Languages		Proficient in English, Hindi & Telugu & basic conversational skill in Japaneese			
PROFESSIONA	L EXPERIENC	E			
		Boot Team Intern Qualco	omm		

Boot Team Intern	Qualcomm
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July, 2017 Mentor: Anushka Sirdeshpande - Nabar (anushkas@qti.qualcomm.in)

May, 2017 Worked on adding support to Parallel load and hash on various modem devices.

Achieved significant improvements on boot time due to the changes made.

FrontEnd Intern | SportsCafe.in

July, 2016 Mentor: Sudhakar Krishnamurthy (sudhakar@sportscafe.in)

May, 2016 Worked extensively to make significant upgrade to their User Interface

Used frameworks like React.js and Redux to improve the UI of their website

PROJECTS ...

Hackathons:

Developed a web extension in TeleStax Restcomm Hackathon

 Developed a personalised note taking extension YouTubeNotes for youtube which Feb, 2017 will be helpful in maintaining track of important points of video lectures hosted on

Youtube like NPTEL Courses and so on.

Developed a game in Microsoft Code.Fun.do Feb, 2016

Developed an arcade game Planet Switch using Unity3D in a team of 4

Course Projects:					
Jan, 2017 May, 2017	 Developed a software Proxy which acts as an attendance assistant. It uses face detection and tries to mark attendance from uploaded class pictures automatically. Various options like manual marking of attendance, uploading student pictures and raising queries in case of any discrepancies were also provided. 				
Jan, 2017 May, 2017	Optimizing Compiler for subset of Java (Burito Java) which does various analysis like Constant Propagation, Alias Analysis, Function Inlining and some Loop Optimizations in Java.				
Nov, 2016	Coded a bot to play the game of Othello in C++				
April, 2016	Regex Verifier & Regex Matcher in C++				
April, 2016	Huffman Coding for Data Compression in C++				
March, 2016	Graph Visualization for Reverse Delete Algorithm in Python				
June, 2015	Basic Scientific Calculator in C				
Oct, 2014	Electronic Odometer to calculate speed and distance travelled by a bicycle using Arduino				
POSITIONS OF RESPONSIBILITIES					
May, 2016 Aug, 2015	Hostel Volunteer for Sports Secretary				
CO-CURRICULAR ACTIVITIES					
Current 2015	Active member of WiCS-IITM(Women in CS, IITM), a community dedicated to encourage girls in exploring more of CS.				
2011 2008	Won First Prize in National Hindi Test conducted by Samata Hindi Prachar Vibhag for four consecutive years at school level.				
Extra Curricular activities					
April, 2016	Won First Prize in Tech-Soc 3D-Modelling Event in a team of 2.				
2007	Won First Prize in Logo Contest conducted by Department of Indian Posts-India, Andhra Pradesh Circle.				
Interests	Cycling, Sketching, Reading books, 3D Modelling and playing Tennis, Chess & Badminton for recreation.				
OBJECTIVE					
To utilize this oppurtunity in improving my skill set and to explore and understand areas unknown to me, so					

as to solve new challenges in them.

DECLARATION .

I hereby declare that all the information given above is true to the best of my knowledge as on June 11, 2017.