KAVYA NAMBALLA

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EDUCATION

Rajiv Gandhi University of Knowledge Technologies
B.Tech - Computer Science and Engineering - CGPA- 9
Rajiv Gandhi University of Knowledge Technologies

Pre University Course - CGPA- 9.8 **Z.P.H.S PL Puram**

Secondary School Education - GPA- 10

Srikakulam, AP August 2021 - April 2025 Srikakulam, AP 2019 - 2021 Srikakulam, AP 2019

SKILLS SUMMARY

Languages: JAVA, SQL, Javascript, Python, HTML
 Frameworks: Spring Boot, React, Spring Modules

Platforms: Docker, Kubernetes, GitHub, Visual Studio Code, Intellij IDEA

• Coursework: Data Structures, Object Oriented Programming, Core Java, Database Management

WORK EXPERIENCE

SOFTWARE DEVELOPMENT INTERN | TESTSIGMA

August 2024- Present

- Built a microservice for optimized dynamic API routing, implementing **custom load balancing** to efficiently handle high traffic and improve response times.
- Converted heavy non-reactive processes to reactive, leveraging Java virtual threads to reduce resource usage and improve throughput.
- Resolved 150+ customer-reported issues and bugs, enhancing product stability and user satisfaction.
- o Collaborated with frontend, DevOps, and product teams to deliver stable, high-performing features across services.

PROJECTS

Coupon Hub | React, Spring Boot, JPA, Hibernate

December 2024- February 2025

- o Built a full-stack web application that allows users to share and exchange unused coupons in a community-driven platform.
- Developed a secure user authentication system using JWT and Spring Security.
- Implemented brand-specific coupon listings and filtering system to browse coupons by category, discount type, brand, and expiration date.
- o Used MySQL for persistent storage and Flyway for database migrations.

Eazy School | Spring MVC, Thymeleaf

January 2025- March 2025

- o Designed a comprehensive web-based school management platform.
- Implemented sophisticated entity mappings to seamlessly manage student profiles, classes, and course enrollments within the system.
- Ensured role-based authorization to restrict access and functionalities based on user roles such as Admin, Teacher, and Student, enhancing system security and user experience.

Reaction Time Game | Javascript, HTML, CSS

September 2024

- $\circ~$ Built a grid-based reaction game where players must click on highlighted boxes within a time limit.
- o Implemented progressive difficulty: each level increases the number of target boxes (c) and decreases the response time (t)
- o Used dynamic DOM manipulation and timers to control game logic and level transitions.

CERTIFICATES / CO-CURRICULAR ACTIVITIES

Master Spring 6, Spring Boot 3, REST, JPA | Udemy

- o Covers Spring framework and web app development with Spring MVC, Boot, Thymeleaf, JDBC, and Data JPA.
- o Emphasizes RESTful services and efficient data access using Spring.

Joint Secretary at SGC Coding club | Data Structures and Algorithm

- Led a dynamic coding club of 30+ members within the university, fostering a collaborative environment for aspiring developers.
- o Organized weekly coding competitions, hackathons, and workshops to promote learning and innovation.

SQL | Hackerrank

o Secured SQL Intermediate from HackerRank