KAVYA SUGGULA

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CAREER OBJECTIVE

Searching for a challenging position as a software engineer to utilize my tech and design skills for software program development, testing and quality management.

EDUCATION

PRASAD V POTLURI SIDDHARTHA INSTITUTE OF TECHNOLOGY   Jan 2021 – Apr 2024
Bachelor of Technology | Information Technology | CGPA: 9.33/10

SRI CHAITANYA JUNIOR COLLEGE   Jun 2018 - May 2020
Intermediate | MPC | CGPA: 9.88/10

SRI CHAITANYA TECHNO SCHOOL   Jun 2017 - Mar 2018
SSC | CGPA: 10/10

EXPERIENCE

WEB DEVELOPMENT INTERNSHIP AT OASIS INFOBYTE   May 2023 - Jun 2023
- I got the opportunity to work on a range of projects and gain practical experience in developing innovative and user-friendly websites. It also helped me to learn best practices on web technologies.

PYTHON DEVELOPMENT INTERNSHIP AT CODE CLAUSE   Jul 2022 - Aug 2022
- This internship project provided hands-on experience in Python development and problem-solving in a real-world setting. It strengthened my programming skills and expanded my understanding of software development practices.

PROJECTS

DRIVER DROWSINESS DETECTION SYSTEM *(Machine Learning)*   Jan 2024 – Apr 2024
- The project aims to enhance road safety by employing CNN to detect driver drowsiness in real-time through facial analysis and eye movement tracking using Python, OpenCV, and Keras.

REACT RECIPE APP *(ReactJS, API's)*   Apr 2023 - May 2023
- Developed a fully functional Recipe application for searching and displaying them in an organized manner. It involves client-side routing, work with third-party APIs, and manage application state while doing this project.

HOTEL MANAGEMENT SYSTEM *(HTML, CSS, Java Script, JDBC, MySQL, JSP)*   Jan 2023 - Feb 2023
- Developed a Full Stack Hotel Management Application where customers can easily book/Cancel the Reservations. On the other end, Receptionist can easily keep track of reservations and the system allows hotel staff to efficiently manage guest reservations, including room availability, check-in, check-out, and room assignment.

CLASSIC SNAKE GAME *(Python)*   Jul 2022 - Aug 2022
- The objective of this project is to develop a classic Snake game, a popular arcade game where players control a growing snake to eat food and avoid colliding with the boundaries or their own tail. The game is built using turtle graphics and python pandas

PUBLICATIONS

VISUAL REPRESENTATION OF NGO'S ACROSS INDIA USING TABLEAU (IJARSCT)   Apr 2022
- This application helps in showing a particular non-governmental organization at a particular location in a particular state based on geographical representation. It is developed by using Microsoft Excel and Tableau, a data visualization tool.

ADDITIONAL

- **TECHNICAL SKILLS**: Python, Java, C++, C, HTML, CSS, JavaScript, React (Basics), MySQL.
- **CERTIFICATIONS:** Basics of React, HTML, CSS, JavaScript, Git and Github (*Coursera*), Java, DBMS *(NPTEL)*, Python, (*Infosys Springboard),* C and C++ Training (*Spoken Tutorial*).
- **CO-CURRICULAR ACTIVITIES:** Participated in coding competitions (SITAR - 2K23, NEONITE - 2K22, Code Roaster - 22), Member of Student Council (PVPSIT), Participated in Hackathons (3rd place in PVPSIT Hackathon, SIH), Attended workshop on Web Development.
- **INTERESTS:** Photography, Chess, Travelling