ESHWAR KRISHNA KANCHARLAPALLI

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Skills

Languages: C/C++, Java, Python, Html, Css, JavaScript, php, SQL
Technologies & Tools: AWS,Assure, EC2, Docker, Angular

Work Experience

Intern, BSNL
Date: 23/11/2023– 22/04/2-24

Gained hands-on experience in telecommunication systems and network management. Assisted with network troubleshooting, maintenance, and documentation, contributing to improved service quality and operational efficiency.

Education

AANM & VVRSR POLYTECHNIC- GUDLAVALLERU   Aug 2021 - Jun 2024
Diploma in Computer Management and Engineering   *CGPA:9.56/10*
Relevant Coursework: Object Oriented Programming, Databases, Discrete Maths, Data Structures and Algorithms, Oper ating Systems, Computer Networks, web technologies, DBMS, Photoshop, operating system

Project Work

- **Word Lookup Dictionary (2015):**Web Applications:
- **Way2Predict (College Prediction System):** A predictive tool that estimates which college a student might be eligible for based on inputs such as rank and reservation category. Aims to assist students in making informed decisions about their higher education options.
- **Student Management System:** A comprehensive system for managing student information. Features include tracking student records, attendance, grades, and other academic details to streamline administrative tasks.
- **Library Management System:** A web application designed to handle library operations, including book checkouts, returns, and catalog management. Facilitates efficient tracking of library resources and user activities.
- **Developer Portfolio Website:** A personal website showcasing development projects, skills, and achievements. Designed to present professional work and facilitate connections with potential clients or employers.
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- **Guess-the-Number Game:** A two-player game where one player selects a number within a given range, and the other player guesses it. The game provides feedback on each guess to help narrow down the correct number.
- **Gym Management System:** A web-based application allowing users to log and monitor their diet and exercise routines. Users can easily track and review their health and fitness data.
- **Guess-the-Number Game:** A two-player game where one player selects a number within a given range, and the other player guesses it. The game provides feedback on each guess to help narrow down the correct number.
- **Rock, Paper, Scissors Game:** A digital version of the classic hand game where Rock crushes Scissors, Paper covers Rock, and Scissors cut Paper. The game is designed to simulate the traditional gameplay experience.
- **Spam Messenger:** An automation tool that sends repetitive messages. Users can specify the message content and the number of repetitions, with a delay provided for cursor positioning before sending begins.

Awards and Certificates

- Computer Networking and Python on Udemy