

Narsapur, Andhra Pradesh
India PIN - 534275

G. MAHENDRA SAI KUMAR

SOFTWARE DEVELOPMENT ENGINEER

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GitHub: <https://github.com/mahendrasaikumargandham>
LeetCode: <https://leetcode.com/mahendra4919> (400+ Solved)

Portfolio: <https://mahendragandham.vercel.app/>
LinkedIn: <https://linkedin.com/in/mahendragandham/>

EXPERIENCE

Associate Software Engineer **Accenture** **August 2024 – Present**

- Built dynamic and interactive enterprise UI using JavaScript and grid designers, reducing manual effort by **35%** across modules.
- Developed and optimized backend **business rules using PL/SQL**, automated data updates and validations across high-volume records, increased operational accuracy and processing speed by **25%**.

Software Engineer Intern **Kanine Klans** **August 2023 – July 2024**

- Engineered core gameplay systems including race track logic, lap tracking, AI opponents, NPC behavior, and dynamic garage mechanics to power immersive racing experiences.
- Integrated Web3 functionality using Diamante APIs for NFT authentication and secure user onboarding, enabling real-time asset management and decentralized ownership within the game.

TECHNICAL SKILLS

- Programming Languages - Java, C++, C#, Python, C.
- Web Technologies - MERN Stack, REST APIs, Firebase.
- Game Development - Unity, Photon, AI/NPC Systems, Web3 (Diamante).
- Database - MySQL, MongoDB
- Tools & Platforms - Git, AWS, Linux, Windows, Azure DevOps

EDUCATION

Bhimavaram, India **Vishnu Institute of Technology** **Dec 2021 – Apr 2024**

- Bachelor of Technology in Computer Science and Engineering. CGPA: 9.1/10
- Main Coursework: Data Structures, Design and analysis of Algorithms, Web Development, Artificial Intelligence, Database Systems, Operating Systems, Software Engineering.

Bhimavaram, India **Smt. B. Seetha Polytechnic** **Jun 2017 - Jul 2020**

- Diploma in Computer Engineering CGPA: 9.5/10
- Main coursework: Programming, Data Structures, Web Development, Database Systems, Operating Systems.

PROJECTS

PUBG TDM Clone (Multiplayer)

- Developed a real-time multiplayer FPS game in Unity using Photon Networking, handling mechanics like shooting, respawning, and custom server creation. Utilized Photon Network for seamless multiplayer interactions, allowing players to create and join servers, form teams, and engage in intense combat.
- Gameplay Link: <https://youtu.be/jj538G1AMK0>

CERTIFICATES

- Certificate Program in Gaming & Esports – Hero Vired x Nodwin Gaming
- Fundamentals of Deep Learning – NVIDIA
- Certified SAFe® 6 Practitioner - SAFe
- Microsoft Certified: Azure Administrator Associate - Microsoft

ACHIEVEMENTS & RESPONSIBILITIES

- Awarded “Star Performer” at Accenture within 5 months of joining, for rapid contribution to enterprise modules.
- Finalist - Smart India Hackathon 2022, Puducherry, India
- Coordinator & Problem Setter - Annual college coding fest
- Hacktoberfest Contributor – Active since 2021