

MANI CHANDRA GANAPATHRI

Software Engineer — Computer Science Student

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PROFESSIONAL SUMMARY

Software Engineering Intern at Wissen Technology with a strong foundation in Java, Spring Boot, and AI/ML. Experienced in building scalable backend architectures, RESTful APIs, and intelligent document processing applications. Passionate about solving complex problems through clean code and modern software design patterns.

EDUCATION

- **Indian Institute of Information Technology Guwahati**
Bachelor of Technology in Computer Science, GPA: 7.04/10

*Guwahati, Assam
July 2022 – June 2026*

TECHNICAL SKILLS

Languages	Java (Advanced), Python, SQL (PostgreSQL, MySQL), HTML/CSS, GDScript
Frameworks & Libs	Spring Boot, Spring Data JPA, FastAPI, React, Node.js, Hibernate, Transformers
Developer Tools	Docker, Git, AWS, Kubernetes, MongoDB, JDBC, Postman
Core Competencies	Backend Development, Microservices, Multithreading, Database Design, AI/ML

EXPERIENCE

- **Software Engineering Intern** *Jan 2026 – Present*
Bengaluru, Karnataka
Wissen Technology
 - Developing and maintaining enterprise-grade backend services using **Java** and **Spring Boot**.
 - Applying advanced multithreading and concurrency patterns to optimize data-intensive tasks.
 - Streamlining database interactions using **PostgreSQL** and **JDBC**, focusing on query performance and schema normalization.
- **Freelance Web Developer** *2023 – 2024*
 - Engineered a full-stack registration system for a national academic olympiad, managing data for 1,000+ students with 100% uptime.
 - Built a secure, responsive frontend and backend architecture to handle high-traffic registration periods.

PROJECTS

- **AI Document Intelligence App** – *React, FastAPI, Transformers, PostgreSQL* *2025*
 - Built an AI-powered platform to analyze 75+ documents simultaneously using semantic search and transformer-based QA.
 - Implemented rate-limiting and robust error handling to ensure high backend reliability and performance.
- **Business Management REST API** – *Spring Boot, MySQL, Hibernate* *2024*
 - Designed a RESTful API with 35+ endpoints, reducing query execution time by 40% via Hibernate optimization.
 - Developed a normalized schema with 10+ entities to maintain strict data integrity for inventory and transactions.
- **Multiplayer Strategy Game** – *Godot Engine, GDScript* *2025*
 - Created a real-time multiplayer RTS game featuring lag compensation and strategic AI-controlled factions.

CERTIFICATIONS

- **Machine Learning Specialization** – Stanford University / DeepLearning.ai (Supervised, Unsupervised, Advanced Learning Algorithms)