

Mani Chandra Ganapathri

Software Engineer | Computer Science Student

+91 7416363713 ganapathri.chandra22b@iiitg.ac.in LinkedIn GitHub Hyderabad, Telangana

Education

Bachelor of Technology in Computer Science

Indian Institute of Information Technology Guwahati

July 2022 – June 2026

GPA: 7.02/10

Technical Skills

Programming Languages: Java, Python, HTML, CSS, MySQL, GraphQL

Frameworks & Libraries: Spring Boot, Node.js, Django, Scikit-learn, Bun, Express.js

Tools & Technologies: Git, Docker, Kubernetes, AWS, Figma

Core Competencies: Object-Oriented Programming, RESTful APIs, Database Design, Machine Learning, Game Development

Projects

Chess Engine | Java, OOP, AI Algorithms

2024

- Architected comprehensive chess application implementing object-oriented design principles and game theory algorithms
- Developed AI opponent using Minimax algorithm with alpha-beta pruning optimization, achieving 70% win rate against human players
- Built interactive GUI using Java Swing with intuitive drag-and-drop functionality and move validation

Business Management REST API | Spring Boot, MySQL, Hibernate

2024

- Designed and implemented scalable RESTful API with 35+ endpoints for comprehensive business operations management
- Developed normalized MySQL database schema with 10+ entities and 7+ complex relationships for optimal data integrity
- Utilized Hibernate ORM and JPA for efficient database operations, reducing query execution time by 40%

Image Compression Tool | Python, Machine Learning, Data Processing

2023

- Engineered image compression solution utilizing K-means clustering algorithm with 16 cluster optimization
- Integrated Principal Component Analysis (PCA) for dimensionality reduction, achieving up to 50% file size reduction

Multiplayer Real-Time Strategy Game | Godot Engine, GDScript

2023

- Developed multiplayer RTS game supporting concurrent free-for-all combat with real-time synchronization
- Implemented dynamic resource management system and strategic unit control mechanics with AI-controlled faction

Professional Experience

Software Maintenance Engineer

2023 – Present

Freelance

Remote

- Maintained and updated school event management software using Java, ensuring 99.9% uptime
- Performed weekly system updates and bug fixes, improving overall system performance by 25%
- Collaborated with stakeholders to implement feature enhancements based on user feedback

Certifications & Achievements

Machine Learning Specialization – Stanford University/Deeplearning.ai

Ethical Hacking from Scratch – Udemy

HackerRank Problem Solving (Intermediate) | HackerRank SQL (Intermediate)

Core Strengths

Technical: Full-stack development, Algorithm optimization, Database architecture, Cloud deployment

Professional: Team collaboration, Analytical problem-solving, Project management, Continuous learning