

MEELA DHEERAJ

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OBJECTIVE

To get an opportunity that allows me to showcase my skills and contribute to the company's growth. Ambitious to kick start the career with globally recognized organization which will give me global exposure to enhance my skills and knowledge for mutual benefits of the organization.

TECHNICAL SKILLS

- **Programming Skills :** C,C++(Basics), JAVA(Core), Python.
- **Analytics :** Analytics using Python.
- **Web Technologies :** HTML,CSS,MongoDB.
- **Operating Systems:** Windows, Linux.
- **Cs Core :** Datastructures, Object Oriented Programming (OOP),MySQL.
- **Cloud computing :** Salesforce.

EDUCATION

- B. Tech in Computer Science And Engineering, **Anil Neerukonda Institute of Technology and Sciences**, Visakhapatnam(persuing). 9.27/10.0
- MARCH 2020 Intermediate, BIE AP, Sri Chaitanya Junior College. 9.94/10.0
- MARCH 2018 Bhasyam high school, Visakhapatnam. 10.0/10.0

PROJECTS

BATTLE STATION SALESFORCE APPLICATION |SEPT 2020|

- Battle station application is created using salesforce. It is used to maintain the records of the space ships that have been present on the battle station.
- The application focuses on managing the data of the battle ships on the central space station and the crew, amino present ,trading details. With this application, we can manage the battle station complete details.

ROCK-PAPER-SCISSOR |JULY 2021|

- Rock-Paper-Scissor is a game in which the object is to play by chances where first we will ask the user how many games he want to play. Then we will be playing in turns, first the player and then the computer are allowed. There are four conditions : rock is defeated with paper, paper is defeated with scissors, scissors is defeated with rock and if both choose same then its a draw. Whoever ends up with highest scores, is declared as the Winner. If the scores are equal, then its a draw. All conditions are coded in Python and in Single player mode.

DICE ROLLING SIMULATOR

[AUGUST 2021]

- DICE ROLLING SIMULATOR is a simulator where the dice will be rolled randomly and show which number is obtained. We will be using random module in this project. The user will be asked if he wishes to roll again or not at the end.

PORTFOLIO DESIGN USING WEB TECHNOLOGIES

[JANUARY 2022]

- Portfolio is where we show our skills, our interests, and a brief all about us. Portfolio page is divided into 5 sections - Home, About, Education skills, Get in Touch etc. The code is written using HTML, and affixed with various Fonts, Designs, Backgrounds, Border styles, etc using CSS and the website is made more responsive using JAVASCRIPT.

SCHOOL DONATION DATA ANALYSIS

[MAY 2022]

- In this project, we first read the given .csv file and analyzing by plotting various graphs like pie-chart, bar graph, etc. The various aspects like NUMBER OF SCHOOLS INVOLVED IN PROJECTS BY STATES, TOP 10 STATES (MAXIMUM DONATION), etc. with the help of **NUMPY**, **PANDAS**, **SEABORN**, **MATPLOTLIB** packages in **PYTHON** programming language.

AWARDS AND ACHIEVEMENTS

- Secured 2nd place in the coding contest held by **ACM Student Chapter ANITS**.
- Organized some activities for strengthening the Entrepreneurship ecosystem at **ANITS** under the initiative Entrepreneurship Development Drive 2.0 Organized by **E-CELL, IIT MADRAS**.
- Participated in "Village & Household Survey" scheme as a part of **UNNAT BHARAT ABHIYAN**.
- **CodeChef Student Chapter (ANITS)** Core Member.
- **ACM Student Chapter (ANITS)** Co-ordinator.
- Organized a session on C++ for students in Anits.

SKILLS

- PROBLEM SOLVING ABILITY
- COMMUNICATION ORGANIZATION SKILLS
- LEADERSHIP QUALITIES
- EVENT MANAGEMENT

EXTRA CURRICULAR ACTIVITIES

- PHOTOGRAPHY
- DRAWING
- EXPLORING NEW PLACES
- PLAYING BADMINTON