PRADEEP MAHABHASHYAM

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SUMMARY

- Graduate student with academic experience in Web Development and Object Oriented Programming.
- Passionate about building user-friendly applications that are useful in solving real world problems.
- Experience in working with Agile and Rapid Application Development software process models.

EXPERIENCE

Graduate Teaching Assistant, Software Process   May 2016 - December 2016
University of Houston - Clear Lake

- Assisted Professor with lessons, proctored examinations, prepared and evaluated the assignments.
- Improved student participation in the classroom by conducting Agile games and role play exercises.
- Researched and presented a technical paper on '**Teaching Agile Methodologies Using Games**' at a dual conference hosted by **NASA and IEEE**, October 2016.

Student Web Developer   May 2014 - May 2015
St Martin's Engineering College, Hyderabad, India

- Develop and maintain official website for college with regular updates on campus activities, events and placements.
- Design websites for college fest that allow students to enroll for technical and extra-curricular activities.

TECHNICAL SKILLS

Programming Languages	Java, C#, C, C++
Web Technology	PHP, Bootstrap, ASP.NET, JavaScript, HTML, CSS
Methodologies	Agile, Waterfall, Rapid Application Development (RAD)
Backend Management	MySQL, SQL, MS Access

EDUCATION

University of Houston - Clear Lake, Houston	**May 2017**	**3.7 GPA**
Masters in Software Engineering		
St Martin's Engineering College, Hyderabad, India	**May 2015**	**3.5 GPA**
Bachelor of Technology in Computer Science & Engineering		

PROJECTS

UHCL Flea Market: ASP.NET and C#   Spring 2017
Developing a free classified website for University of Houston- Clear Lake, using which students can buy and sell items such as books, furniture, clothes or even post roommate requests.

Video-streaming web application: PHP and MySQL   Fall 2016
Developed a web application which allows users to view videos as per category, such as academics, infrastructure, events. MySQL is used to maintain the backend of the website.

Connect 4 game: C language   Fall 2016
Developed a game using threads by assigning a thread to referee and another thread to the players, where players compete with the computer by dropping pegs into the slots.

Effective pattern discovery for text mining: ASP.NET and C#   Spring 2016
Developed an application which provides an effective pattern discovery technique that calculates discovered specificities of patterns and then evaluates term weights for solving misinterpretation problem.

Password Wallet: Java   May 2015
Designed an interactive desktop application for password management that allows users to add, delete and reset passwords. All user passwords are stored in an encrypted form using SHA-256 and AES encryption techniques.

SPEAKING ENGAGEMENTS

- Presented a paper on '**Agile Project Management Tools**' at UHCL, Spring 2016.
- Paper Presentation on '**Ethical Hacking**' at TECHNOSMEC 2012, a national level technical symposium conducted by St. Martins Engineering College, JNTUH.
- Paper Presentation on '**Holographic Memory**' at TECHNOSMEC, 2013.

VOLUNTEER EXPERIENCE

- Worked as international orientation leader for the international student orientation day at UHCL.
- Volunteered for the events of TAM (Technology Awareness Month), an IEEE St. Martins' student organization.
- Coordinated and hosted graduation day and faculty development program during undergraduate study.