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Githu

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[:](https://github.com/NandusaiKondeti)

<https://github.com/mohammadyaseenshaik>

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**AREER OBJECTIVE:**

**Shaik Mohammad Yaseen**

"Computer science and engineering student with a strong foundation in web development, seeking to apply my skills in creating responsive and user-friendly web applications. Eager to join a forward-thinking organization where I can contribute to innovative projects and further develop my expertise in software development and engineering."

**EDUCATION:**

* **BTech –** Computer science and engineering **SRM University, Mangalgiri, AP.**

October 2022 - [Present]

Expected Graduation – June 2026

* **Intermediate**

**Jupiter Junior College, Guntur, Andhra pradesh.**

June 2020 – March 2022

Percentage – 80%

* **Tenth Standard**

**Sri Padmavathi IIT Medical foundation School, Krosur, AP.**

June 2019 – March 2020

**SKILLS:**

* **Programming Languages:** JavaScript, C, C++, PHP, Python
* **Web Technologies:** HTML, CSS, Bootstrap, React
* **Databases:** MySQL, MongoDB
* **Tools & Platforms:** Git, GitHub, Visual Studio Code
* **Other Skills:** Data Structures & Algorithms, Problem Solving, Critical Thinking, Quick learner, Teamwork, Communication

**PROJECTS:**

**Travel Booking Management system:**

* **Technologies Used:** HTML, CSS, JavaScript
* **Description:** The Travel Booking Management System is a web-based application created using HTML, CSS, and JavaScript. It allows users to register, log in, search for flights and hotels, book travel services, and manage their bookings. The interface includes dynamic content loading, secure user authentication, and responsive design for an enhanced user experience. The project aims to simplify travel planning and provide seamless booking and management of travel services.

**The Book Management System:**

* **Technologies Used:** Oops with C++
* **Description:** The book management system in C++ includes a “Book”class to encapsulate book attributes (ID, title, author, year) and methods for accessing these details. A `Book Management System` class manages a collection of `Book` objects, providing methods to add, delete, and display books. The main function demonstrates how to interact with the system, adding books, displaying them, and deleting a book by ID. This setup allows efficient management and display of book information.

**Snake and Ladders:**

* **Technologies Used:** Data Structures & Algorithms Using C
* **Description:** The Snake and Ladder Game, developed by Akash Mahesh Ganjal, revitalizes the classic board game in a digital format using C programming. It features two-player functionality, random dice rolls, and dynamic interactions with snakes and ladders, ensuring an engaging gameplay experience. Players can visualize their progress on a dynamically updated game grid, competing until one reaches position 100. The game runs through a main loop with options for each player's turn, incorporating a structured algorithm for dice rolls, grid display, and player movement. This project exemplifies the digital adaptation of timeless games for modern audiences.

**Hotel Management system:**

* **Technologies Used:** SQL
* **Description:** A Hotel Management System in DBMS facilitates efficient management of hotel operations including guest reservations, room allocation, billing, and staff scheduling. It uses a relational database schema with tables for guests, rooms, reservations, payments, and staff, enabling seamless data storage and retrieval.

**CERTIFICATIONS:**

* ELITE NPTEL Certification in “The Joy of Computing Python”

Funded by MoE, Govt. of India - Nov,2023

* Certification in “Digital Marketing”

Google Digital Garage - July,2023

**LANGUAGES KNOWN:**

* English
* Telugu
* Hindi
* Urdu (Negative Lang)

**INTERESTS:**

* Playing Cricket
* Dancing
* Social Networking
* Travelling
* Playing online games

**ACHIEVEMENTS:**

* Secured good grades in academics and received awards.
* Participated in Many Olympiad examinations and received medals.
* Participated in District wide Dance competition during my schooling.

**EXTRA CURRICULAR ACTIVITIES:**

* **Leadership Roles:** Duty of House captain in school.
* **Health and Wellness:** Active member of Movieclub in SRM University.
* **Technology and innovations:** Coding Projects, Active member competitions of the coding club and participated in online and offline coding.

**STRENGTHS:**

* Motivation & Determination.
* Adaptable to any environment.
* Innovative Thinking.

**REFERENCE:**

Available on Request.