

J Mohit Reddy

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EDUCATION

National Institute of Technology, Karnataka, Surathkal, Mangalore, India.

- B.Tech in Computer Science and Engineering, Junior Year
- CGPA of **8.85/10.0** (July 2016)

Jul 2014 – May 2018

High School - , **Kendriya Vidyalaya Hebbal**, Bangalore, India (CBSE) - **96.00%**

Secondary School - , **Kendriya Vidyalaya Hebbal**, Bangalore, India (CBSE) - **10.0/10.0**

EXPERIENCE

Software Engineering Intern, **BigClozet**, Bangalore, India.

May 2016 – Jul 2016

- Developed multithreaded crawlers in Python to extract data from different E-Commerce websites. Integrated Apache Kafka producers and consumers in Python and JAVA for further data processing. Integrated Grafana with crawlers for metrics and statistics. Around 1 Million new items fetched.
- Developed a Webservice using Node.js, Express, MongoDB and JAVA to fetch live prices of an item.
- Developed REST APIs for supporting different functionalities on Website and Android Application using Node.js, Express and MongoDB.
- Developed Webview supported with different functionalities in Android Application for better user experience.
- Worked with Notification service for Android application and renovation of the Android Application.

TECHNICAL SKILLS

Languages - C, C++, JAVA, Python, JavaScript

Markup and Scripts - HTML, CSS, AngularJS, Node.js.

DBMS - SQL, MongoDB.

Tools/Frameworks - IntelliJ, Pycharm, Webstorm, Android Studio, Git, STL, \LaTeX .

SELECTED PROJECTS

All Projects available on Git - <https://github.com/mohitreddy1996>

- **Face Detection Bot** - Built and Programmed a Raspberry pi 2 bot to follow human face using OpenCV2(Python) face detection algorithms. Bot successfully detected faces titled at different angles and motors were triggered depending on the movement of the face.
- **Group Chat Application** - Developed an Application where multiple users can enter a common room to chat. New Rooms can be created. And recent messages in a room can be fetched. Application written in JAVA using a simple HTTP server.
- **Chess Game** - A GUI based chess game in JAVA for two players that implements all major OOP Concepts. Backtracking and greedy approaches used to determine possible moves.
- **IEEE App** - Android Application for an IEEE International Conference for Mangalore Sub-Section in Ionic framework using AngularJS, HTML, CSS and Firebase.
- **Subtitle Downloader** - Developed an Application using Python and subDB API to download the synchronised subtitles for a movie.
- **Library Management System** - C program with basic menu for depositing/issuing books, fine calculations, books/user details etc to implement Library Management system.
- **Just Park It** - Android Application in Ionic framework which gives directions to a parking place selected by the user. Parking places are hardcoded.

ACHIEVEMENTS AND AWARDS

- **Expert(Blue)** Rated on Codeforces. Ratings-**1629 (Max: 1629)**
- Ranked **188(318)** in India(Global) in Lunchtime(All) Ratings on Codechef.
- Ranked **47** out of **415** teams in ACM ICPC Kolkata Online Round.
- Ranked **249** out of **1572** teams in ACM ICPC Amritapuri Online Round.
- Runner Up at **Hackathon** Conducted by GopherCon India in Go Programming Language.
- Ranked **12** in India in IEEEExtreme 9.0.
- Awarded CBSE Merit Certificate for being among **top 0.1%** in the subject of Mathematics in XII.
- Participated in **Indian National Mathematical Olympiad (INMO)** Training Camp held at IIT, Madras after qualifying Regional Mathematics Olympiad.

EXTRA CURRICULAR ACTIVITIES

- **Executive Member** at IEEE NITK Student Branch.
- **Online Programming Contests Organizer** at Web Enthusiast's Club NITK.
- Active on Competitive Programming websites such as [Codechef](#), [Codeforces](#), [Spoj](#), [Hackerrank](#), [Hackerearth](#), [Topcoder](#)
- Represented school in Cricket and Basketball competitions.