




SAI PRAKASH REDDY GUNTAKA


To secure a challenging role which provides a great scope for learning and enhances my potential to contribute towards the growth of the organization.

saiprakash4688@gmail.com 

9052288466 

Bangalore, India 

linkedin.com/in/SaiPrakashReddy 

github.com/prakashreddy44 

EDUCATION

B.TECH [CSE]

Amrita Sai Institute of Science and Technology

06/2016 - 10/2020

7.2CGPA

Intermediate

Narayana Junior College

07/2014 - 05/2016

937/1000

S.S.C

Apex High School

06/2013 - 05/2014

9.5 CGPA

WORK EXPERIENCE

Intern

Global Foundries

07/2020 - 05/2021

Bangalore, India

Achievements/Tasks

- Work experience in Java, PostgreSQL, Groovy, SQL, SOAP, RESTful APIs, webMethods, and Dell Boomi.
- Responsible for design, coding, testing, implementation, and documentation of solutions.
- Strong development experience in building complex integrations using Dell Boomi.

Entrepreneur in Residence Internship Expertrons

10/2019 - 01/2020

Mumbai, India

Achievements/Tasks

- Worked closely with the leadership team.
- Executing the geographical expansion of the tech platform across colleges in our city.
- The Skills learned are public relations, innovation, thinking out of the box, & business development.

Web Developing Intern

Atom Motors

05/2019 - 07/2019

Vijayawada, India

Achievements/Tasks

- Work experience in HTML, CSS, and JavaScript.
- Developed a professional website for Atom Motors working along with three of my teammates.
- Update and edit website content, posts and pages.

SKILLS

Java

Python

SQL

Data Structures

PROJECTS

Movie Recommendation Engine

- Software used: Python, Pandas, matplotlib, seaborn
- Designed a recommendation engine in python to suggest movies to users based on existing ratings.
- Implemented collaborative filtering techniques based on Euclidean distance and Pearson's correlation coefficient to generate similarities between the preferences of different users.

Tic-Tac-Toe Game

- Software/Tools used: Java, AI Tools.
- This is an AI game, where the computer has given intelligence on how to make an optimal move.
- For choosing the optimal or best move for the computer, I used Mini-max Algorithm.

CERTIFICATES

Java [Innogeeks Technologies]

Python for Everybody Specialization [Coursera]

Machine Learning [Coursera]

Associate Integration Developer [Dell Boomi]

Professional Integration Developer [Dell Boomi]

Professional API Design [Dell Boomi]

Professional API Management [Dell Boomi]

INTERESTS

Books

TED Talks

Music