MYLAVARAPU SAI PRAVEEN

15PT20

Father's name	Mylavarapu Rama Mohan	**Residential Address**
Gender	Male	304, Solitaire Residency,
Date of Birth	24th August 1998	P&T Colony,
Languages known	English, Hindi, Telugu, Tamil, French	Gandhi Nagar,
Email	**saipraveenmylavarapu@gmail.com**	Hyderabad,
Mobile	**+91 73586 34838**	Telangana – 500080.

ACADEMIC QUALIFICATION

Currently pursuing 4th year of 5-year Integrated M.Sc. Theoretical Computer Science in the Department of Applied Mathematics and Computational Sciences at PSG College of Technology.

SKILL SET

Languages	C, C++, Python, Java
Back-End	PHP, MySQL
Platform	Windows, Linux
Tools	MATLAB, Android Studio

AREAS OF INTEREST

- Data Structures and Algorithms
- Object-Oriented Programming

ACADEMIC RECORD

Semester	I	II	III	IV	V	VI	VII
CGPA / 10	7.17	7.70	7.86	7.89	7.78	7.86	8.03

Course	Institution	Board	Completion By	Marks (%)
XII	Narayana Junior College, Hyderabad	TSBIE	2015	94.4
X	Sri Venkateswara Bala Kuteer, Guntur	CBSE	2013	89.3

INDUSTRY BASED PROJECT EXPERIENCE

Goldman Sachs Services Private Limited **May 2018 – October 2018**

- Developed and released a product that monitors breaches in the SLOs of applications across the firm during runtime.
- Involved in building a data pipeline to make the telemetry of applications accessible to detect breaches.
- Created automated dashboards for telemetry of applications across the firm.
- Worked with DropWizard, Hazelcast, Kafka, Spark, MongoDB and FreeMarker.

NON-ACADEMIC PROJECTS

- **Tabs mover**, a Python script that migrates opened tabs (Google Chrome) from the phone to the PC for better visualization and navigation.
- **NPTEL scrapper**, a Python application that downloads notes of all chapters of a course on NPTEL in one go.
- **Bouncing ball**, a game built using Box2DJS, an open source 2D physics engine. Developed for Facebook App Center and hosted on Heroku. Live at apps.facebook.com/praveengame.

ACADEMIC PROJECTS

- **Rubik's cube solver**, an Arduino robot that solves Rubik's cube mechanically, using Kociemba's algorithm. The user feeds in the initial state of the cube to a user-friendly GUI. The stepper and servo motors execute the steps of the algorithm progressively.
- **IDK my friends,** an application that surprises the user by finding unknown friendship relations in his friends circle. People with relations across communities are found by forming disjoint communities using Girvan-Newman algorithm.
- **Robot path finder**, a Java program that gives the optimal path between the source and destination with obstacles between them. The optimal path is the one that deviates far enough from the obstacles and is short enough. Implemented an IEEE paper, W-G. Han, S-M. Baek, T-Y. Kuc, "Genetic algorithm based path planning and dynamic obstacle avoidance of mobile robots", Systems Man and Cybernetics 1997.
- **Chocolatier**, a chocolate business simulation game where the player uses strategies to improve his business by buying raw materials, manufacturing chocolates and selling those for higher profits. The game terminates when he runs out of money to continue his business. Implemented using object-oriented programming concepts in C++.
- **KuDoSu**, a Sudoku solver program in Python that models the game as a vertex coloring problem where the numbers and boxes are mapped to colors and nodes respectively.

EXTRA-CURRICULAR ACTIVITIES AND ACHIEVEMENTS

- Secured 10th, 12th and 23rd positions in PSG Tech Math Olympiad 2016, 2017 and 2018.
- Secured first position in Dark Knight at Kriya 2015.
- Contributes to open-source - github.com/praveenmylavarapu.

DECLARATION

I, Mylavarapu Sai Praveen, do hereby confirm that the information given above is true to the best of my knowledge.

Place:
Date: (Mylavarapu Sai Praveen)