

Punith Kumar P R

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EDUCATION

B.E - Computer Science & Engineering Dayananda Sagar College of Engineering, Bengaluru	2020 - 2024
• 9.07 CGPA	
12th - PCMB M.S PU College, Kolar	2019 - 2020
• 91.33 %	
SSLC Sainik Public School, Kolar	2017 - 2018
• 93.12 %	

SKILLS

Languages: C/C++, Python, Java, JavaScript, SQL, Solidity(Ethereum)

Technologies & Tools: Node.js, Express.js, Spring-boot, React.js, Redux, MySQL, PostgreSQL, MariaDB, Git, Github, HTML, CSS, Tailwind CSS, MongoDB, Docker, Gitlab CI/CD, DevOps, Unity 3D

INTERNSHIP

Associate Engineer Intern British Telecom (BT Group), Bengaluru	Jan 2024 - Present
• Tech stack: Java, Spring Boot, React.js, Redux, PostgreSQL, MySQL, MariaDB, Gitlab CI/CD, Docker.	
• Developed front end application with state management using Redux & backend applications with some RDBMS.	
• Implemented reactive programming (project reactor) to enhance Spring Boot applications.	
• Containerized applications using Docker , employed Docker-in-Docker (DinD) for Gitlab CI/CD pipelines.	
Intern Brane Enterprises Pvt Ltd, Bengaluru	Jun 2022 - Jan 2023
• Tech stack: Java, Spring boot, Postman	
• Analyzed and implemented functions required for the existing backend application.	
• Enhanced the code in the existing functions of the application and debugged the bugs present in the application.	
• Learnt and used the API tool Postman to build, test and modify the REST API's .	

PROJECTS

AR Sculpt Journal paper [link] android app [link]	Nov 2023 - May 2024
• This project demonstrates the approach of virtually visualizing complete stone sculptures even though they are broken.	
• We recreate the original appearance of the broken statue as a 3D model using photogrammetry , and extract missing parts as 3D models of similar sculptures from the same period or based on ancient archaeological records .	
• Used Vuforia's MTG and Vuforia plugin for Object Tracking for placing the missing parts at the right position.	
• Building an android app that can instantly augment the missing parts on the damaged statue.	
• Tech stack: Augmented Reality(AR), C#, Photogrammetry, 3D Modelling, Vuforia, Model Target Generator, Unity 3D.	
Lipi [link]	Mar 2023
• Web Application , which is used to extract the text from the images/scripts of various languages and translates it to various languages .	
• Tesseract OCR (Optical Character Recognition) engine is used for extracting text from the images. Used tesseract.js module in node.js to achieve this. Used Translator from googletrans library in python for translation of languages.	
• Tech stack: Node.js, Express.js, MongoDB, EJS, Tesseract, Flask(Python).	
News Connect [link]	Jun 2023
• Web application , which helps to get the articles related to a topic from the authentic sites (web scraping) based on the filters (from date, to date and keywords) and save those for future reference.	
• Users of the applications can write the articles which can be viewed by the other users of the application.	
• Tech Stack: Node.js, Express.js, React.js, MongoDB.	

ACHIEVEMENTS

Best Project Award - Project Open Day-2024 All the final year projects are displayed and evaluated.	May 2024
Top 5 - Hackathon++ Department level hackathon hosted by Dept. of CSE, DSCE	Nov 2022

EXTRA CURRICULAR ACTIVITIES

Lead - IoT Innovation Club, DSCE	Dec 2021 - Present
• The IoT Club in DSCE endeavours to teach students about IoT and get them interested in innovation and research.	
• As a lead of this club, I conducted 10+ workshops on Arduino, ESP32, etc.	