

# RAJESH PARIMI

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## OBJECTIVE

- Motivated ECE graduate with hands-on experience in Full Stack Java, IoT, Machine Learning, Cloud, and Data Analysis. Seeking a challenging role to apply my technical skills, contribute to innovative projects, and grow professionally in a dynamic, technology-driven environment focused on AI and development.

## EDUCATIONAL DETAILS

**SRI VASAVI ENGINEERING COLLEGE | TADEPALIIGUDEM** (2020-2024)  
*Electronics and Communication | CGPA: 7.12*

**SASI JUNIOR COLLEGE | VELIVENNU** (2018-2020)  
*Intermediate | CGPA: 8.9*

**SASI EDUCATIONAL SCHOOL | VELIVENNU** (2017-2018)  
*Secondary School of Education | CGPA: 9.0*

## PROFESSIONAL EXPERIENCE

**Internet of Things Intern | Vijayawada** (Duration: Nov/2023-Mar/2024)

- Gained hands-on experience with 5+ IoT devices, focusing on sensor integration and microcontroller programming.
- Strengthened skills in Python and C by completing 3 real-time data analysis and system integration projects.
- Explored IoT applications across healthcare, smart cities, and industrial automation sectors.
- Collaborated in a team of 4 interns to design and prototype IoT-based solutions for real-world problems.
- Resolved 10+ technical issues during project execution, improving problem-solving and debugging abilities.
- Delivered a final project presentation, receiving positive feedback from mentors and team leads.
- Built a strong foundation for roles in software development, data engineering, and embedded systems.

## PROJECTS

**Bus Stop Information for Specially Disabled Persons Using IoT & Embedded Systems** (Duration: Dec/2023-Apr/2024)

- Developed a GPS-based bus tracking system with 95% location accuracy in real time.
- Integrated RFID technology to monitor over 10 bus stops for enhanced accessibility.
- Improved public transport management by enabling real-time tracking for specially disabled persons.
- Collaborated with a team of 3 to prototype and test the system in simulated environments.
- Demonstrated the project in a college expo and received positive feedback from faculty.

**Car Racing Game Using Python and Pygame** (Duration: Sep/2022-Nov2022)

- Created a 2D car racing game in Python with Pygame, controlling a car to avoid obstacles and score points.
- Implemented game window, graphics, and player controls with randomly generated obstacles.
- Enhanced Python skills and gained practical experience in game development concepts.
- Applied object-oriented programming principles to structure game logic effectively.

## Full-Stack Web Application

*Technologies Used: PHP, MySQL, HTML/CSS, JavaScript*

- Built a shopping platform supporting 100+ users with secure registration and login.
- Designed and managed a MySQL database with 4 key tables: users, products, carts, orders.
- Ensured responsive UI using CSS media queries and improved load time by 20%.
- Implemented session timeout and password encryption for enhanced security.

## TECHNICAL SKILLS

- Programming Languages:** C, Java, Python
- Cloud:** Cloud Computing & System Engineering
- Testing:** Manual and Automation - Selenium, TestNG, Junit
- Front-End Technologies:** HTML, CSS, JavaScript, React.js
- Databases:** MySQL
- Core Knowledge:** Embedded Systems, Internet of Things (IoT)
- Tools:** MATLAB, VLSI Design
- Soft Skills:** Adaptability, Problem-Solving, Teamwork, Communication, Trustworthiness, Time Management, Creativity.

## CERTIFICATIONS

- Python and C – Great Learning:** Completed foundational training in Python and C programming.
- Python – Coursera:** Gained practical skills in Python basics and data handling.
- Cloud Architecting – AWS Academy:** Learned AWS services and cloud architecture principles.