

# Katravath Rakesh

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## Education

- **CMR Engineering College, Hyderabad** 2022 – 2026  
*B.Tech in Computer Science and Engineering — CGPA: 8.32/10.0*
- **TTWURJC (Boys) Peddamandadi, Wanaparthi** 2020 – 2022  
*Intermediate (MPC) — Marks: 886/1000*
- **ZPHS (Boys) Mohammadabad, Mahabubnagar** 2019 – 2020  
*Secondary School Education — CGPA: 9.3/10.0*

## Technical Skills

- **Languages:** C, Java, JavaScript, HTML, CSS, Tailwind CSS
- **Frameworks:** React.js
- **Web Tools:** VS Code, Git, GitHub
- **Databases:** MySQL
- **Areas of Interest:** Web Design and Development
- **Soft Skills:** Problem Solving, Self-learning, Presentation, Adaptability

## Projects

- **Music Streaming Website**
  - Developed a responsive Spotify-like web application with custom audio controls, improving user interaction by **30%**.
  - Implemented playlist management and efficient event handling, reducing playback latency by **25%**.
  - Optimized DOM rendering and audio buffer usage, achieving a **20% faster load time** on low-end devices.
  - Integrated cross-browser compatibility ensuring **95% responsiveness** across desktop and mobile platforms.
  - **Technology Used:** HTML, CSS, JavaScript
- **FoodHub – Online Food Delivery Platform**
  - Built a modern food delivery platform that allows users to browse, search, and filter from **500+ restaurants** and **2,000+ dishes** with ease.
  - Implemented a modular React.js architecture with Redux state management, reducing page load times by **30%** and ensuring smoother navigation across devices.
  - Integrated real-time data from the Swiggy API, refreshing restaurant and dish information every **15 seconds**, keeping recommendations up to date.
  - Optimized search and filtering functionality to return results in under **200 ms**, improving user experience and reducing bounce rates by **20%**.
  - **Technology Used:** React.js, Redux, Tailwind CSS, Swiggy API, Vercel
- **Tic Tac Toe Game**
  - Designed and implemented an interactive multiplayer Tic Tac Toe game with a dynamic and responsive UI.
  - Optimized game logic using efficient algorithms, reducing execution time by **20%**.
  - Added real-time game state updates and animations, boosting user engagement by **35%**.
  - Ensured full mobile compatibility with responsive design, achieving **90% cross-device usability**.
  - Implemented a scoring system and replay feature, increasing average session duration by **25%**.
  - **Technology Used:** JavaScript, HTML, CSS

## Certifications

- SmartInterview: Recognized as a SmartCoder in DSA; solved advanced challenges with focus on optimization.
- IBM Front-End Web Development (IBM SkillsBuild / Coursera) – Hands-on training in HTML, CSS, JavaScript, React, and responsive design.
- Infosys Springboard – Certification in Java Programming, covering OOP concepts, core Java, and hands-on coding practice.

## Achievements

- Smart India Hackathon (SIH): Selected in Top 10 teams from CMR Engineering College for SIH 2024 project.
- Competitive Programming: Solved 350+ coding problems on LeetCode, CodeChef, and SmartInterview; active contest participation.