SAI PRANAY CHAVA

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I am an enthusiastic undergraduate information technology engineer looking for a demanding position that will allow me to develop my abilities, broaden my knowledge base, increase my exposure, and be a totally focused, well-centered individual who is dedicated to the work and works for the advancement of the organization.

INTERNSHIP

APRIL 2021 – SEPT 2021
WEB DEVELOPER INTERN, EXPOSYS DATA LABS

When I was an intern at Exposys Data Labs, I worked on developing a video calling application. With the help of the web RTC framework and the Django framework, I developed a powerful video calling app in Python. In addition to video calling as the primary feature, this application also had chat functionality. During development, I used a MySQL database to store the chat logs and user login information. All the capabilities offered by a paid video calling service are present in this app.

EDUCATION

MAY 2022
(B. TECH) INFORMATION TECHNOLOGY, BAPATLA ENGINEERING COLLEGE

I had secured 62%

MAY 2018
INTERMEDIATE (M.P.C), P.B.N COLLEGE

I had secured 56%

MAY 2016
SSC, NARAYANA EM SCHOOL

I had secured 63%

TECHNICAL SKILLS

PROGRAMMING LANGUAGES: JAVA, PYTHON

WEB DEVELOPMENT: HTML, CSS, JAVASCRIPT

DATABASE MANAGEMENT SYSTEM: SQL

PROJECTS

AUG 2021 – JAN 2022
ROLL BALL | GAME DEVELOPMENT

Roll Ball is a distinctive arcade game with riddles and physical mechanics, it features stunning three-dimensional graphics. The object of the game is to roll the ball over numerous obstacles while travelling along the roadways. A method of management is the key feature. You may tilt the ball by using a joystick and the control buttons. Rolling the ball into the basket and gathering as many stars as you can are the objectives.

JAN 2022 – MAY 2022
PARKOUR SHOOTER | GAME DEVELOPMENT

In the game Parkour Shooter, we use a variety of integrated and unique tactics. We utilize the mesh of the pre-built items in Unity. We also created a few other objects with Maya, a 3D object building programme. We used Maya since it creates the internal framework of any unusual object we create. An object can be imported into Unity and made to work. Meshes are important since it is through them that Unity identifies when two objects clash or even triggers the game.

CERTIFICATIONS

MAY 2020
PYTHON FOR EVERYBODY, COURSERA

DECEMBER 2019
PYTHON FOR BEGINNERS, NPTEL

STRENGTHS

Self-Motivated

Optimistic

Quick Learner

Adaptable to new environment

DECLARATION

I hereby declare that above all furnished information is true as far as I am concerned, if you find any fake with it you may take the required action against it.

Signature:

Sai Pranay Chava