

Venkata Rupesh Konduru

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Education

Bachelor of Science in Computer Science

University of South Florida | Judy Genshaft Honors College

Graduation: May 2025

Tampa, FL

Experience

Software Engineer Intern

May 2024- August 2024

Resilience

Tampa FL

- Built and maintained backend microservices using Node.js, Express, and PostgreSQL, supporting scalable API communication and low-latency data delivery across services.
- Built responsive, real-time UI components using React and TypeScript with effective state management and API integration in user-facing tools.
- Deployed cloud-native applications on AWS (EC2, S3, Lambda), and assisted with CloudFormation scripts to automate infrastructure provisioning.
- Contributed to Agile sprints by participating in daily standups, coordinating deployments, and supporting process improvements that led to a 20% reduction in release times.

Technical Skills

Languages: Python, Java, JavaScript, Go, Typescript, C, C++, C#, .NET, HTML, CSS, PHP

Frameworks/Technologies: React, Vue, React Native, Angular, SpringBoot, Node.js, NestJS, jQuery, WebSocket, RESTful, GraphQL

Databases: SQL, NoSQL, MongoDB, PostgreSQL, Microsoft SQL Server

Tools: Git/GitHub, AWS, Jira, Docker, Kubernetes, GitHub Actions, JUnit, Selenium, Terraform

AWS/ Cloud services: S3, EC2, Lambda, DynamoDB, CloudWatch, CloudFormation, CloudTrail, RDS, Azure

Skills: Full Stack Development, Object-Oriented Programming, DevOps, Cloud Computing, CI/CD, Software Testing, Data Structures and Algorithms, Database Design, Software Engineering, Computer Architecture, System Design, Agile, Scrum, Linux, Shell Scripting

Projects

Realtime Collaborative Document Editor

Feb 2025 – Mar 2025

- Designed and implemented the backend architecture using NestJS and MongoDB, enabling scalable document storage and retrieval for collaborative editing.
- Implemented bidirectional real-time synchronization using WebSocket, enabling smooth, conflict-free editing across multiple clients and ensuring consistent document state.
- Built JWT-based authentication and role-based access control, ensuring secure, multi-user collaboration.
- Achieved seamless real-time collaboration for up to 25 concurrent users with zero data loss or latency issues under test conditions.

Library Management Services

Jan 2024 – March 2024

- Developed a full-stack library management system using React.js and Spring Boot, integrating secure user authentication and role-based access control.
- Designed and deployed RESTful microservices on AWS (EC2, RDS, S3), using JPA for database access and managing book and user records efficiently.
- Simulated over 500 daily API requests during testing, ensuring reliable system performance and data consistency under realistic usage.

Concurrent Task Queue

Dec 2023

- Built a lightweight task queue in Go, using goroutines, channels, and WaitGroup to simulate concurrent job processing with a fixed-size worker pool.
- Implemented graceful shutdown, buffered channels, and dynamic task handling logic to mimic real-world asynchronous backend services.
- Strengthened understanding of Go's concurrency model, including synchronization patterns and performance considerations in concurrent system design.

Dnd Manager

Sep 2023 – Nov 2023

- Designed and implemented a relational database system for managing D&D campaigns, including character information, game sessions, and loot tracking.
- Applied database design principles, including normalization and data modeling, to create a robust and efficient database for a complex application.
- Designed an intuitive web interface for Dungeon Masters, streamlining game data management and reducing entry and lookup time by 30% through thoughtful UI/UX design.