

Sahith Uppala

Linkedin: [linkedin.com/in/sahithuppala](https://www.linkedin.com/in/sahithuppala)
GitHub: github.com/sahithuppala05

Email: sahithuppala05@gmail.com
Mobile: +91-9491945467

SKILLS

- **Languages:** C++, Python, C, Java
- **Frameworks:** HTML and CSS, Bootstrap, Ubuntu.
- **Tools/Platforms:** Autopsy, Metasploit, Kali Linux, Wireshark.
- **Soft Skills:** Problem-Solving Skills, Team Player, Project Management, Adaptability

PROJECTS

- **Tic-Tac-Toe Game:** June 2024
 - Built a Console-Based Game: Developed a feature-rich Tic-Tac-Toe game in C++ with two modes: Player vs. Player and Player vs. AI, offering an engaging experience for both solo and multiplayer gameplay.
 - Challenging AI with Minimax Algorithm: Integrated the Minimax Algorithm in the AI mode to create a smart opponent that predicts and selects optimal moves, providing a challenging experience for the player.
 - Efficient Game Logic: Designed game logic to automatically detect win conditions, draws, and handle invalid inputs, ensuring seamless gameplay and accurate game outcomes.
 - Smooth Gameplay and Error Handling: Ensured smooth gameplay by preventing incorrect moves and invalid inputs, offering clear prompts for players to make valid moves.
- **Library Management System:** January 2023
 - Developed a Library Management System in C++, utilizing core Data Structures and Algorithms to efficiently manage books, users, and transactions.
 - Designed and implemented various system modules to handle essential operations, including book inventory management, user registration, and transaction records tracking.
 - Added features such as book search, category-based sorting, and user borrowing history tracking to improve the user experience and ensure smooth library operations.
 - Implemented queue-based data structures to manage borrow requests efficiently, track due dates, and handle book return scheduling in an organized manner.

TRAINING

- **Geeks for Geeks- Data Structures & Algorithms (Self Placed)** June 2024 – July 2024
 - Completed an intensive self-paced training on Data Structures and Algorithms through GeeksforGeeks, covering foundational and advanced concepts.
 - Gained comprehensive hands-on experience in problem-solving and algorithm optimization using C++, focusing on both time and space complexities.
 - Implemented core data structures such as arrays, linked lists, trees, graphs, and heaps, and solved related problems to deepen understanding of their real-world applications.
 - Tackled a wide range of real-world coding challenges and participated in competitive programming problems, focusing on improving algorithmic efficiency.

CERTIFICATES.

• Cloud Computing Certification from NPTEL	December 2024
• Digital Forensics Essentials (DFE) from Coursera	November 2024
• Ethical Hacking Essentials (EHE) from Coursera	August 2024
• Mastering Data Structures & Algorithms using C++ from Udemy	February 2024
• CompTIA Linux+ XK0-005 from Cybrary	October 2023

EDUCATION

• Lovely Professional University	Punjab, India
• Bachelor of Technology - Computer Science and Engineering;	Since August 2022
• Nano Junior Collage	Hyderabad, Telangana
• Intermediate	April 2020 - March 2022
• Sri Vijaya Sai High School	Nizamabad, Telangana
• Matriculation	April 2019 - March 2020