

SAI ASHISH RAMISHETTY

RESUME

CONTACT

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PROFILE

Highly motivated and driven engineering student at Monash university, specialising in software. Proficient in Python and Java, with a strong foundation in software development principles and problem-solving. Equipped with excellent organisation and communication skills, demonstrated through successful completion of projects and effective teamwork. Willingness to take on added responsibilities to meet team goals.

SKILLS

Analytical thinking
Teamwork
Python
Testing and Debugging
Excel
C

EXPERIENCE

Operations team
Monash Human Power

01/2023-Present

- Improved design solutions by analysing the criteria, constraints, and current problems to develop an effective solution.
- Collaborate with the team, discussing our new design solution and adjusting our design upon feedback to ensure effective usability.
- Communicated with both primary and secondary school students, assisting them to effectively participate in our activities.
- Coordinated schedules and timelines for upcoming events to ensure the time management which goes around the team is productive.

EDUCATION

Monash University
2022-Present
Bachelor of Engineering
Majoring in Software

Design Consultant
Monash Innovation Guarantee and Sisterworks

01/23-02/23

- Communicated with stakeholders, by understanding the project requirements.
- Obtained approval of concepts by submitting reports to client
- Collaborated with a small team using agile methods to construct a design solution.
- Analyzed consumer feedback to optimize design and user experience.

Glen Waverley
Secondary College
2016-2021

CERTIFICATIONS

Engineering Co-op
Employability and Skills
Program

HCL: Australia Techbee
Scholar Training

Udemy: Python Data
Structures and Algorithms

HOBBIES AND INTERESTS

Cricket
Soccer
Photography
Travelling
Chess
Book club

REFREES

Available upon request

PROJECTS

HVAC (heating, ventilation, and air conditioning) Smart Fan

- Designed using Arduino code and circuit design together would read the temperature and respond through changing fan speed and LED light colours.
- Through this I learnt teamwork and leadership, as I helped each member to create a plan which was the required tasks with their deadline.
- Skill, I have learnt is using Arduino and organisation.

Pong game, Python

- The purpose of the game is to implement Object-Oriented programming.
- Displays two paddles on either side of the screen using Up and Down for one player and W, S keys for the other player and the first player to seven points wins.
- Skills, I have learnt is breaking down a complex problem into smaller portions and black box testing to find bugs.

VOLUNTEERING

Monash University: Peer Mentor

01/2023-06/2023

- Supported first year engineering students transition from high school to university by offering my insights and advice on navigating university life and setting goals.
- Regularly communicated with mentees on their wellbeing through zoom and in-person meetings.

Embrace Education: Revision Lecturer (Math Methods)

08/2023-Current and 08/2022-10/2022

- Facilitated VCE students in interactive learning experiences helping them to grasp key concepts for the exam.
- Collaborated with a team to develop targeted practice questions and comprehensive explanation of key topics.

Monash University: Book Club Facilitator

06/2022-11/2022

- Leading a group, by facilitating discussions about several themes in books with the group.
- Organised book club meetings to create a supportive environment while creating discussion topics.