

SAI MANIKANTA MUNUKOTI

SOFTWARE ENTHUSIAST

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Summary

- Software Engineer with 1+ years of experience specialized in Full Stack Development, DevOps, C/C++, Machine learning and Applied Artificial Intelligence. Well-versed in technology and writing code to create systems that are reliable and user-friendly. Software engineer with a passion for developing innovative programs that expedite the efficiency and effectiveness of organizational success. Strong in design and problem-solving skills, Team player with phenomenal time management skills and a strong user focus.

Experience

Ericsson

Lund, Sweden

BBI SW DEVELOPER

Aug. 2021 - present

- Developing test frameworks and test tools for Ericsson Radio Access Network.
- Collaborated with a team to implement a new feature in ETH and CUNIT Module.
- Designed, Developed a feature in ETH end to end that is responsible to forward all Ethernet packets to/from the EMCA and the Bait, and Handle the Signals.
- Improved the entire codebase by investigating, fixing code checker issues and memory leaks there by improving the memory management of the product.
- Technologies/tools/methods: C/C++, Linux, Gerrit, Bazel, Cunit, Python, Jenkins.

Ericsson

Karlskrona, Sweden

DEVOPS ENGINEER

Jan. 2021 - Aug. 2021

- Development, Deploying and maintaining the BAM Micro Services.
- Handled operational excellence acting as on-call engineer, investigated and fixed several issues related to monitoring and availability of services.
- Worked on Testing and Automation of micro-services.
- Technologies/tools/methods: Linux, Docker, Kubernetes, Jenkins, Cloud, bob, Gerrit, Java, Golang, and Helm.

Husqvarna AB

Husqvarna, Sweden

INDUSTRIAL THESIS

Feb. 2020 - Oct. 2020

- Product usage data collection for the hybrid lawn mowers.
- Analysis of Collected CAN Bus Time Series data using machine learning algorithms.
- Understand the usability of the customer from their usage of the products.
- Using the results for re-designing, and re-developing of the products.
- Technologies/tools/methods: Python, Pyspark, pandas, Machine Learning Algorithms.

UnBiased AB

Gothenburg, Sweden

FULL STACK DEVELOPER INTERNSHIP

june 2019 - Oct 2019

- Developed an progressive web app UI using Angular for Search Engine platform (fud-world).
- Developed and Updated Micro Services related to Web Scrapers, Scraper Manager, Elastic Search, GraphQL, Exchange Manager and Sentiment Analyzers using Java (Spring Boot).

Indian Institute of Technology Gandhinagar

Gandhinagar, India

INTERN

May. 2017 - Jun. 2017

- Developed a web-based user-friendly application that comes with a virtual programming lab, useful to conduct coding examinations in C/C++, Java or Python.
- Includes Examinee signup and registration, automated test cases, exam duration calculation, accurate scoring, and ranking. Handles any large inputs as test cases allowing the examiners to test time / space complexities of the program.
- Technologies/tools/methods: Ember JS, Servlets, Java, JDBC, Docker, AWS cloud, Apache Tomcat, Kubernetes.

Indian Institute of Science Bangalore

Bangalore, India

INTERN

May. 2018 - July. 2018

- Worked as a summer intern at IISc Bangalore, India on a data extraction project.
- Developed the project from scratch. Includes a Python and perl script which communicates with Electrical units (such as source measurement units, NanoVoltmeter, functiongenerator).
- Developed an application which connects multiple hardware devices to lightweight software applications using embedded systems.
- Evaluates measurements on fabricated devices and extracts data from the given file.
- Technologies/tools/methods: Python, MATLAB, PHP, Perl, GPIB, Pyvisa, SCPI, Pymeasure.

Indian Institute of Technology Hyderabad

INTERN

Hyderabad, India

Dec. 2017 - Feb. 2018

- Implemented a robust algorithm to determining the permutations of distinct objects without repetition.
- Used Data structures as core and later used Latin squares of order N.
- Technologies/Tools: C/C++, C#, Visual Studio Express.

Skills

Programming Languages	C, C++, C#, Java, Python, JavaScript, SQL, JSP, HTML5, CSS3, Golang, PHP, PERL.
Frameworks	Spring, Ember.js, Angular JS, TestNG, Hibernate, Servlets, Django.
Areas Of Interest	Machine Learning, Artificial Intelligence, Algorithms and Data Structures, Problem Solving Skills.
Tools	Linux, Git, BASH, Gitlab, Maven, Docker, Kubernetes, Jenkins, AWS, REST API, PostgreSQL, NoSQL, MySQL.
Project Methods	Scrum Methodology, Agile Methodology
IDE	IntelliJ, Eclipse, MATLAB, Anaconda, Octave, Android Studio, Visual Studio code.

Education

Blekinge Institute of Technology

Karlskrona, Sweden

MASTER'S IN COMPUTER SCIENCE

Jan 2019-Nov 2020

- **Relevant Courses:** Research Methodology, Applied Artificial Intelligence, Decision Support System, Mathematical Statistics, Agile and Lean Methodology, Machine Learning, Advanced Topic in Computing.

Jawaharlal Nehru Technological University

Hyderabad, India

BACHELOR OF TECHNOLOGY IN COMPUTER SCIENCE, GPA: 8.2/10

Sep 2015 - Dec 2018

- **Relevant Courses:** C/C++, Data Structures, Design Analysis and Algorithms, Python, Java, Design analysis, DBMS, Artificial Intelligence, Data Mining and Data Warehousing, Computer Networks, Operating System, Compiler Design.

Projects

Student Management System using JAVA Spring Boot

- Developed an web application which full fills the requirements like student information, attendance, marks, etc.
- Technologies used: java, Spring boot, Hibernate, React JS, RestAPI.

Kalaha AI Game-with Applied Artificial Intelligence

- Developed a board game called "Kalaha" with Artificial Intelligence using Algorithms like Min-max, iterative deepening search, alphabeta pruning in Java.
- Technologies/tools/methods: Java, IntelliJ.

C++ based major project

- Achieved point-in-time backups of Volumes (both Image level and File level) in Windows without using any internal backup tools such as System Restore.

Wumpus World Java-with Applied Artificial Intelligence

- Developed Artificial Intelligence for Wumpus game with random maps using NaiveBayes approach and A* algorithm to take the decision every time.
- Technologies/tools/methods: Java, IntelliJ.

Selecting a Cricket Team -Decision Support System

- It handles an efficient and effective way to advise a coach or team captain to help win the match in the best lineup of the team possible.
- The team is selected based on the ranking of the player in the given format (T-20, ODI, Test) by assigning priority to the criteria.
- Tools and languages used: Python, MySQL, HTML.

Awards and Certifications

- Awarded Merit Scholarship for master's degree in Computer Science Engineering at BTH, Sweden.
- As an Intern, Certifications from the Indian Institute of Technology Hyderabad, and GandhiNagar India.
- Rank 1 in Hacker Rank for Language Proficiency (JAVA).
- Programming certification in Advanced Data Structures Algorithms from Being Zero Course.

References

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