

# THOTA SANMAY BHAVANISH

Software Developer, Machine Learning Engineer and Fullstack Engineering

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## EXPERIENCE

### Fullstack Developer

#### The sparks foundation

July 2021 – September 2021 Hyderabad, India

- Developed a banking website facilitating seamless transfer of funds, while ensuring security of user's data.
- By using : Frontend : HTML5, CSS3, JavaScript and Bootstrap. Backend : Node.js, Express.js. Database : MongoDB.

### Backend web Developer

#### Yantromitra

April 2021 – June 2021 Hyderabad, India

- Implemented the backend for a student-oriented website, resulting in a 30% reduction in administrative workload through streamlined grade viewing and course registration management.
- By using : Node.js, Express.js, MongoDB, and Javascript.

## SKILLS

- Skill Set : C, C++, HTML, CSS, Bootstrap, Javascript, Java, Python, SQL, Node.js, MongoDB, Express.js, PHP, Mongoose, React.js, Numpy.
- Technologies : User Interface development, Machine Learning, Linux, web technologies, Microsoft Azure, Google Cloud Platform, Kubernetes, Docker, DevOps.
- Tools : Figma, GIT, Acunetix, Jira, Grunt, Confluence.
- Data Structures, Computer Network, PHP, Operating Systems, Software Quality Assurance And Testing, UML.
- Microsoft Office Programs : Word, Excel, PowerPoint and Outlook.

## CERTIFICATIONS

- Frontend Web Development: Complete Guide (Step by Step).
- Learn Responsive Web Design.
- Advanced Web Developer Course - Beginner to Advanced.
- Learn Machine learning & AI.
- Machine Learning, Data Science and Deep Learning with Python.

## ACHIEVEMENTS

- Won 1st place out of 50 participants in a town-level art competition, receiving a cash prize for exceptional performance.
- Earned 2nd place in a coding competition organized by JN-TUHCEH, surpassing 60 participants in performance.
- Collaborated in Animal Welfare Club's vaccination campaign for street dogs, with a 95% coverage rate.

## EDUCATION

### Masters in Software Engineering

#### Blekinge Institute of Technology

2022 - Present Karlskrona, Sweden

### Bachelors in Computer Science

#### Jawaharlal Nehru Technological University

2018 - 2022 Hyderabad, India

- CGPA - 8.24

## RESEARCH PROJECT

### Evaluating automated web application security testing tools

- Conducted analysis of 5 automated web application testing tools for website security assessment.
- Compared and evaluated 5 tools based on key metrics to determine their effectiveness.
- Utilized mutillidae and OWASP benchmark project as test environments to assess and compare the tools.

## PROJECTS

### Digital platform for adoption

- Used agile methodology to create a website that enables users to adopt children from various organizations.
- Created features such as posts and a personal chat box for enhancing user engagement.
- Employed Google OAuth 2.0 and passport.js to improve by 40% security.

### Heart disease prediction

- Built a machine learning-based heart disease prediction model by analyzing different risk factors.
- Attained an accuracy of 94% with XGBoost and 92% with Logistic Regression.

### Group Chat

- Created a web application social platform enabling user interaction with others privately and publicly.
- Employed ejs, Node.js, mongoose, express.js, Bootstrap and Figma for user interface development.

### Netflix Clone

- Built a Netflix-like streaming application using the React.js framework.
- Employed TMDB API for pulling most popular movies and top rated movies.

# COURSE AND RESEARCH WORK

## Research Proposal and study design: Image Steganography using AES and K-means clustering

Explored cryptography and steganography techniques to enhance data security. Investigated compromised stego-keys, strengthened AES symmetric-keys with RSA encryption. Proposed a approach with K-Means and LSB steganography for robust data security.

## Implementing Maze Problem using Genetic Algorithm-AI

Developed a Python code utilizing a Genetic Algorithm to efficiently guide a mouse through mazes. Evolved and refined optimal paths iteratively, enabling swift and effective maze navigation.

## Threat modeling of the proposed EVV system

Developed threat model report for proposed EVV system, including application decomposition, detailed DFD, and categorization of threats and mitigation strategies.

## Evaluated the quality of ArtOfIllusion-software using GQM methodology

Conducted a study using the Goal Question Metrics (GQM) framework to evaluate the maintainability of the ArtOfIllusion software. Employed diverse metrics and extraction tools, analyzed data using visualization methods.

## Development of Limited Math Server and Client Application

Developed a math server with capabilities in matrix inversion and k-means clustering problem solving. Created a corresponding client application for seamless communication. Implemented server-client programs for distributed computing simulation, allowing execution on separate computers within a network.

## Evaluated code quality through code reviews

Conducted code quality assessment on ArtOfIllusion using two widely used and free code review tools. Developed a comprehensive checklist and compared the outcomes of the tools with manual evaluation for a subjective understanding of code quality.

# PERSONAL DETAILS

- Languages Known : English, Hindi, Telugu, Swedish (elementary).
- Hobbies : Cooking, Sketching.

## Text Classification

- Build a Machine learning model used to classify text messages as either spam or not.
- Implemented Natural Language Processing techniques using both NLTK and scikit-learn libraries.

# OTHER PROJECTS

- Snake game
- speech to text web app
- movie recommendation
- to-do-list
- turtle crossing game
- message spam classifier
- Bitcoin Price Predictor

# MAJOR COURSES



# SOFT SKILLS

- Creativity
- Problem solving
- Collaboration
- Self-motivated
- analytical thinking
- Communication
- Team work
- Self drive
- Independent
- Written communication