Website: https://satvikvelpula.github.io

Education

Vantaan Ammattiopisto Varia Vantaa, Finland

Information Technology/Software Development Graduate

Expected Graduation, May 2024

Concentrations: Information Technology/Software Development

Related Coursework: Web Development (Front-End/Back-End), Mobile Development, Software Development, Game Development, Object-Oriented Programming

Experience

Calevala Interactive Ov Vantaa, Finland

Software Developer Intern January 2023 - March 2023

- Played a lead role in developing a Fitness application/website
- Utilized HTML, CSS, and JavaScript for design and functionality
- Ensured seamless user experience with the implementation of responsive web design
- Actively contributed to the development of various features, showcasing versatility and problem-solving skills

## Metropolia: University of Applied Sciences

Vantaa, Finland

January 2024 - May 2024

Specialized in CSS animations, graphic design, and audio integration for visually captivating and interactive websites.

Gained hands-on experience applying knowledge and deepened understanding of the intersection between design and user engagement in the digital space.

**Projects** 

Vantaa Finland My Portfolio

Web Developer November 2023 - December 2023

Concentrations: Web Development (HTML/CSS, JavaScript)

- Crafted a web portfolio using HTML5, CSS3, and JavaScript, highlighting diverse projects.
- Showcased proficiency in various technologies, creative problem-solving, and programming capabilities.

Vantaa, Finland Varia's Website Replica

Team Member, Lead Designer, Developer, Scrum Master

October 2023 – November 2023

Concentrations: Web Development (WordPress/PHP, CSS)

- Implemented a clean, minimalist design using PHP and CSS for improved readability and user-friendly navigation.

Helsinki, Finland

Team Member, Lead Designer, Developer, Scrum Master

January 2023 – March 2023

November 2022 - December 2022

Concentrations: Web Development (HTML/CSS, JavaScript)

Led coding and design efforts as Lead Software Developer/Designer during my internship at Calevala Interactive Oy.

Contributed hands-on to develop a Fitness web/app application, showcasing both coding skills and project leadership.

Vantaa, Finland STILL

Game Creator/Game Developer

Concentrations: Game Development (Unity/C#)

- Created STILL, a Unity horror game in one month for a second-year Game Development course.
- Overcame technical challenges, delivered captivating gameplay, and received positive feedback, showcasing the ability to thrive under pressure.

Vantaa, Finland The Backrooms Story

May 2022 - June 2022 Game Creator/Game Developer

**Concentrations:** Game Development (Python)

- Second-year Python course final project: Created a narrative-driven CD-based game inspired by The Backrooms
- Showcased programming skills in a creative context, demonstrating the ability to bring engaging narratives to life through software development.

Vantaa Finland Tic Tac Toe

March 2022 - April 2022 Game Creator/Game Developer

Concentrations: Game Development (Python)

- Developed a Python-based Tic Tac Toe game for a second-year course project, showcasing practical application and hands-on learning.
- Demonstrated proficiency in game development logic, user interaction in a terminal environment, and the translation of theoretical knowledge into functional applications.

## **Activities & Leadership**

Aurinkokiven Koulu - Vantaa, Finland Academic Presentation of Varia

25th May 2022

Public Speaking, Counseling

- Served as spokesperson during an Academic Presentation at Aurinkokiven Koulu in my second year.
- Honed communication and leadership skills, actively counseling and representing Varia to junior high students.

Martinlaakson Koulu - Vantaa, Finland **Academic Presentation of Varia** 

Spokesperson, Tech Support

Public Speaking, Counseling, Tech Support

17th January 2024

- Third-year spokesperson and tech support for an Academic Presentation at Martinlaakson Koulu.
- Represented the Software Development/Information Technology line, counseling students and showcasing proficiency in managing event technologies.

**Skills** 

Programming: Python, HTML/CSS, JavaScript, React.js, React Native, Unity, WordPress, SQL, Node.js, Express

Tools: GitHub, Git, PyCharm, Expo, WordPress

Languages

English (Fluent), Finnish (Moderate), Telugu (Native), Hindi (Native)