Shravan Gajjela

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SKILLS

LANGUAGES: Java · C · C++ · C# · Python · Visual Basic · SQL · LaTeX

TOOLS: Vim · Eclipse · IntelliJ IDEA · Git · Subversion · Android Studio · Atom

EXPERIENCE

ANDROID GAME DEVELOPMENT   Nov 2015 – Feb 2016
Independent Android Game Developer
- Published arcade games written in **Java** for the **Google Play Store** using **LibGDX** game engine
- Created Meteor and Memorize, **100+ installations** with average rating of **4.5+** for both games
- Utilized **touch input and hitbox detection** for collisions and implemented **high score system** in memory
- Optimized code for an array of devices and implemented various features using **object-oriented design**

AMCO BATTERIES   July 2015 – Aug 2015
Automotive Battery Personnel
- Carefully maintained automotive batteries to ensure functionality, educated customers on maintenance

PROJECTS

WIKISCRAPE   Jan 2017
Wikipedia Web Scraper
- Built **Python** web scraper that retrieves and tabulates the top 25 most frequent words in a Wikipedia article
- Used **Wikipedia API, Requests and BeautifulSoup libraries** to parse web data relevant to selected article

BLAST   Oct 2016 – Dec 2016
Game for Tiva Launchpad Microcontroller
- Wrote game in **C** and utilized **accelerometer and LCD display** on-board the microcontroller
- Implemented random terrain generation using **pixel buffers, bitmaps** and **score system using EEPROM**

SUDO SOLVE   Dec 2016
Efficient Sudoku Solver
- Created **C++** Sudoku solver, utilized a **backtracking algorithm** to efficiently solve 9x9 Sudoku puzzles
- Represented Sudoku board as an **integer matrix** and recursively calculated correct value for each index

QUICKPATH   June 2016
Optimal Path Calculator
- Designed **Java** program that **recursively** finds the shortest path between objectives in two dimensions
- **Optimized** to terminate inefficient paths, handles varying starting positions and objective locations

EDUCATION

UNIVERSITY OF WATERLOO   Sep 2016 – Exp. Apr 2021
Candidate for Bachelor of Software Engineering

UDACITY   Dec 2016 – Present
Intro to Machine Learning · Developing Android Apps

AWARDS

FIRST Robotics World Championships Carson Division Winner · FIRST Robotics Competition Team 1325
President's Scholarship of Distinction · Awarded to first year student entering with an average of **95%** or higher
Ontario Top Scholar · Awarded to high school student with **highest cumulative average** in their graduating class
Distinction for Fermat Mathematics Contest · Awarded to student whose score is in **top 25%** of all contestants