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# Sravan Sai Lanka

## Software Engineer

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Software developer with robust problem-solving skills. Keen interest towards learning new technologies and using them to solve real world problems. Dynamic student with superior skills in Mathematics, Programming and logic building. Able to think creatively and develop new and innovative solutions towards meeting the organization goals.

### EDUCATION

<b>Bachelor of Engineering, IT</b> , Chaitanya Bharathi Institute of Technology, CGPA: 9.18/10	<b>Expected 2023</b>
<b>Board of Intermediate, MPC</b> , Sri Chaitanya Junior College, Percentage: 98%	<b>2019</b>
<b>SSC</b> , Nalanda Vidya Bhavan High School, GPA: 9.8/10	<b>2017</b>

### WORKING EXPERIENCE

<b>Developer</b> CBIT Open Source Community	<b>Oct. 2021 - Present</b> Hyderabad
<ul style="list-style-type: none"><li>Designed responsive website for CBIT Hactoberfest Hackathon'21 using HTML, CSS and Bootstrap.</li><li>Led the designing team and handled social media platforms.</li><li>Organized various bootcamps, hackathons, workshops to teach students different technologies while promoting open source culture.</li></ul>	

### PROJECTS

<b>EASY TO HIRE</b>   Django, Firebase, Bootstrap Studio, NodeJS	<b>Sep. 2021 - Nov. 2021</b>
<ul style="list-style-type: none"><li>Worked on to build a career portal for a company.</li><li>Trained IBM-Watson(Chat bot) and integrated it within the website.</li><li>Implemented Application Tracking System using scikit-learn python package.</li><li>Made a video-conferencing platform using NodeJS, ExpressJS, WebRTC and Socket.io to make simple peer connections within a mesh network and deployed on herokuapp.</li></ul>	
<b>CALM RACING</b>   Unity, C, Photon Pun 2	<b>Feb. 2021 - May 2021</b>
<ul style="list-style-type: none"><li>Developed a standalone 3D-Online Multiplayer Car Racing game (PC).</li><li>Designed the game using Unity and C#. Implemented networking rooms consisting of Host/Join features using Photon Pun 2.</li></ul>	
<b>EASY LENGTH CONVERTER APP</b>   Java, Android Studio	<b>Jun. 2021 - Jul. 2021</b>
<ul style="list-style-type: none"><li>Designed a fully functional android app which helps to learn, convert, and remember the length conversions.</li><li>Worked with various Android Virtual Devices. Mastered SDK management and generated signed Apk.</li></ul>	
<b>STUDENT MANAGEMENT SYSTEM</b>   C++	<b>May 2020 - Jun. 2020</b>
<ul style="list-style-type: none"><li>Developed an application for the IT department of CBIT to manage student records(CRUD Operations along with search).</li><li>Applied all OOP concepts and core concepts of C++.</li></ul>	

### TECHNICAL SKILLS

<b>Languages/ Databases</b>	C, C++, Java, Python, JavaScript, MySQL, SQLite, NoSQL(Firebase)
<b>Web Development</b>	HTML, CSS, Bootstrap, Django.
<b>Programming</b>	Data Structures, Algorithms, Database Management Systems.
<b>Misc</b>	Git/GitHub, Android Studio, VSCode, Unity, LaTeX, Googling, Heroku.

### ACHIEVEMENTS

- Secured the Best Paper Award for CALM Racing on Research Day at CBIT.
- A milestone of 40+ downloads within 3 days of deployment (CRV1.2).
- Runner up of Data for Social Good Hackathon 2021 presented by TSIC Foundation, Government of Telangana, in collaboration with the DACSS Program at the University of Massachusetts, Amherst.

### NON-TECHNICAL EXPERIENCE |HOBBIES AND INTERESTS

- Junior Executive Board Member – IEEE CBIT:** Handled social media platforms and created technical/creative content. Hosted IEEE Master Class 2.0.
- Senior Co-Ordinator – CBIT Photography CLUB:** Came up with creative ideas to teach photography. Participated in numerous photography events.
- Active Member – NSS CBIT:** Worked on Blood and plasma donation during pandemic. Created awareness on various social issues.