



# LITHIN NAGA DATTA SRAVAN SUNKARA

Backend developer

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## SUMMARY

An ambitious and highly motivated person with a passion for learning. Back end developer with strong programming skills in Java and Data Structures and Algorithms. A quick learner with a growth mindset and a proven ability to adapt to new challenges and environments. Eager to leverage skills and enthusiasm to contribute to a dynamic and innovative team.

## TECHNICAL SKILLS

- Programming Languages: Java, Python
- Front-end Technologies: HTML, CSS, JavaScript
- Web development frameworks: FastAPI
- Database management: MySQL

## CERTIFICATE

- Core Java | Hitbullseye | APRIL '23 |
- Java Programming | Great Learning | JAN '23
- DSA - self paced | Geeks for Geeks | JULY '22
- Python Programming | Sololearn | JULY '22

## POWER SKILLS

- Extraversion - Focuses on the outer world of people and things.
- Intuition - Focus on the future, with a toward patterns and possibilities.
- Thinking - Tend to base decisions primarily on logic and on objective analysis.
- Perceiving - Tend to like a flexible and spontaneous approach to life.

## CO-CURRICULAR ACTIVITIES

- Attended workshop on "How to explore yourself better" conducted by Lovely Professional University | DEC '22

## PROJECTS

### PING PONG GAME

APRIL '23

Used: Java, Java Swing and Java awt

- Designed and implemented PING PONG game using Java and GUI such as Java Swing and Java awt.
- Utilized Java Swing and Java awt to create gaming interface for the game.
- Used Java to implement dynamic functionality, such as scores update and working of the game.

### ATM INTERFACE SYSTEM

FEB '23

Used: Java, Java Swing and Java awt

- Designed and implemented ATM Interface System using Java and GUI such as Java Swing and Java awt.
- Utilized Java Swing and Java awt to create ATM interface.
- Used Java to implement dynamic functionality, such as balance update, withdrawal of the balance, etc.

### STRESS DETECTION

NOV '22

Used: Python, Machine Learning and Naive Bayes Algorithm

- Designed and implemented a stress detection model using Machine Learning and Python.
- Utilized various machine learning libraries such as pandas and numpy to read, preprocess, test and train the model.
- Used Python and Naive Bayes algorithm to make predictions on the given text.

### POKEMON GAME

OCT '22

Used: Python and Tkinter

- Designed a Pokemon guessing game using python and GUI such as tkinter.
- Utilized tkinter for the interactive GUI.
- Used Python to implement dynamic functionality, such as refreshing the new pokemon after every correct answer and score update.

## ACHIEVEMENTS

- 4 Star Rating in Java on Hackerrank Platform.
- 4 Star Rating in Python on Hackerrank Platform.
- Contributed to open source project.

## EDUCATION

- B.Tech in Computer Science and Engineering  
Lovely Professional University | Phagwara, IN  
CGPA - 6.71

AUG '20 - '24

- Higher Secondary  
Aditya Junior College | Palakol, IN  
Percentage - 91.47%

JUN '18 - MAR '20