Sri Charan Pendli

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CAREER OBJECTIVE

To explore more technologies by putting my existing knowledge to good use, along with maintaining a long-term relationship with the organization. Driven by passion to work in a challenging environment, skilled at effectively delivering my expertise with patience for the benefit of the company.

EDUCATION

IIITH, Hyderabad— *Master of Sciences (IT)*

2020 - Present
Current CGPA- 7.9

GRIET, Hyderabad— *B. Tech*

2016 - 2020
CGPA- 8.96

Narayana Junior College, Hyderabad— *Intermediate*

2014 - 2016
Percentage- 95.1

Carmel High School, Mandamarri— *S.S.C*

2013 - 2014
CGPA - 8.7

SKILLS

Programming Languages-

- Python, Java, SQL, React-JS, C, HTML, CSS, Bootstrap

OS-

- Windows, Linux

ADDITIONAL SKILLS

- Leadership
- Problem solving
- Analytical Skills

LANGUAGES KNOWN

- Telugu
- Hindi
- English

HOBBIES

- Playing Chess

PROJECTS

Project Title: Connect-4 Game
Role: Designer and Developer
Technology Used: HTML, CSS, Bootstrap, JavaScript, React-JS
Team Size: Individual

Description: Designed and developed a two player, Connect-4 game. Initially they need to enter their name and pick a color of their choice. After starting the game, each player will get an alternate turn to pick a cell in the 6X7 grid. That particular cell will be filled with the player color. First person to make four cells of their color in a row, wins the game.

- Created a React-app to start designing the game
- Implemented the code for routing through different components of the game
- Used CSS to make the game attractive

Project Title: Egg Catcher Game
Role: Team Member
Technology Used: Python, Flask, Pygame
Team Size: 3

Description : Designed and Developed an Egg Catcher Game. The player needs to operate the catcher (bowl) with left and right arrow keys and catch the eggs falling from the sky. If the player catches an egg, the score will increase by ten, else his/her life will be reduced by one. If the player loses three eggs then the game ends.

- Created canvas environment to make the game functional
- As a designer, designed styles for the game to make it more attractive by using Flask
- Initialize and update the score and lives-remaining
- Implemented a code to display a message box, if the lives-remaining are zero

Project Title: Banking Application Project
Role: Designer and Developer
Technology Used: Java

Description: It is an individual project. Created a bank application where a user can operate credit and debit functions according to their type of account (Savings Account, Current Account, Checking Account). Transaction charges will be applied for the current account users.

- Documented the captured requirement for a Banking Application
- As a designer, designed work flow of the application
- Implemented the code for transaction in different accounts for one user
- Tested using manual inputs to analyse the outcome

Project Title: Fabrication of Solar-Electric Vehicle (4- Wheeler)
Role: Team Leader
Technology Used: Tig- Welding, Bracing, Cutting
Team Size: 3

Description: In this vehicle, a driving motor is fixed to the differential which controls the vehicle transmission. The steering mechanism used in this vehicle is rack and pinion. Drum brakes are used to stop the vehicle. The motor is connected to a throttle, which helps in controlling the speed of the vehicle. The solar panels are placed at the top of the vehicle and are connected to the batteries for storing the energy.

DECLARATION

I hereby declare that all the details mentioned above in my resume is correct and accurate.

PLACE: Hyderabad   **NAME:** Sri Charan Pendli

DATE: **SIGNATURE:**