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OBJECTIVE

To obtain a challenging position that fully utilizes my skills and provides me with suitable opportunities in engineering environment which would help me as a fresher to grow while working towards the organizational goals.

EDUCATION

Year	Degree / Examination	Institute / University	Percentage
2020 – 24 (pursuing)	Bachelor of Technology Computer Science & Engineering	Vardhaman College of Engineering, JNTU, Hyderabad	8.8 CGPA (Till 5 th Semester)
2018 – 20	Board of Intermediate Education (MPC)	Narayana Junior College, Hyderabad	84.5%
2017 – 18	Board of Secondary Education	DR KKR's Gowtham School, Hyderabad	95%

PROJECT WORK

Project Title	Description
Crop Recommendation System	Crop recommendation systems using machine learning are designed to assist farmers in making informed decisions about which crops to cultivate on their land. These systems leverage the power of data analysis and machine learning algorithms to provide personalized recommendations based on various factors such as soil characteristics, climate conditions, historical yield data.
Ultrasonic Glove for Blind	The Ultrasonic Glove for the blind is a device that utilizes various IoT-based sensors to assist visually impaired individuals in detecting obstacles in their surroundings. The glove incorporates an ultrasonic sensor, Node MCU (a microcontroller unit), a buzzer, and a vibration motor to provide feedback to the user.
Detection and Counting Trees in Aerial images	The project of detecting and counting trees in aerial images aims to analyze the presence of trees in a given area by processing aerial imagery. The project utilizes Python packages such as NumPy and Matplotlib to assist in image processing and visualization. And the user can know number of trees in the image.
Online Payments Fraud Detection	Online payment fraud detection using deep learning involves leveraging deep learning algorithms and techniques to identify and prevent fraudulent transactions in online payment systems. It predicts the transaction as fraud/not by some attributes.
Student Transaction Management System	The Student Transaction Management System is a Java Swing and AWT-based project designed to manage and track student expenses. It allows users to record and store student spending data in an database (Oracle SQL). The system also provides functionality for calculating monthly expenditures on various spending categories and performing operations such as deleting, updating, and viewing past transactions.

My Vehicle	My vehicle Android application is designed to store and manage vehicle details, including license numbers, chassis numbers, and additional information such as last service and pollution check dates. The app also provides notifications to alert users about upcoming events such as pollution certificate expiration, insurance completion, license expiry, and service dates. The user can add all his vehicle details and easy to access all the details immediately.
Sports Scheduler Application	This Project is developed using Node.js where there are different users like admins and players. Admins can create the sports and sessions whereas the players can join existing sessions or create new sessions. The Backend used is Postgres and frontend tailwind.
Todo-Manager	The Todo-Manager project is a web-based application developed using Node.js as the backend technology and PostgreSQL as the database. It provides users with a simple and efficient way to manage their tasks or to-do lists.

AWARDS & ACHIEVEMENTS

- Ex-Secretary of IEEE Sensors chapter.
- Organizing member in different fests, technical events, and symposiums in college.

CERTIFICATIONS

- Architecting with Google Compute Engine Specialization by Coursera.
- Completed Machine Learning with Python Course in Cognitive class.
- Currently Working on Web Development Course by pupil first.

TECHNICAL ACTIVITIES

- *Designed* static websites using HTML, JavaScript, PHP.
- Performed in many Coding Contest in College.
- Attended many technical Workshops.

EXPERIENCE:

- Worked as Web Developer Intern in Let's Grow More in November 2022.
- Worked as Web developer Intern in Oasis Info Byte in December 2022.
- Worked as Web Developer Intern in Code Clause January 2023.

PROGRAMMING SKILLS

Languages: Java, Python, C

Databases: Oracle SQL, MySQL, SQLite, Postgres

Web Technologies: HTML, CSS, JavaScript, Bootstrap

Frameworks: Node.js (JavaScript).

Mobile App Development: Java (Android).

Libraries: NumPy (Python), Pandas (Python), Scikit-learn (Python), Keras (Python).

PERSONAL DETAILS

Hobby: Playing Cricket, Participating in group discussions and debates, Coding in different platforms.

Lingual Fluency: English and Telugu

Personal Qualities: I can adopt to any type of environment on team easily. I can learn and implement new concepts quickly.