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🎓 Education

B.M.S. College of Engineering

August 2019 – May 2023

Bachelor of Engineering in Information Science, CGPA - 8.05

Bengaluru, Karnataka

💡 Projects

BMSCE Learn - A Learning Management System App | *Java, SQLite, XML, and Android Studio* **January 2022**

- Developed an Android App that stimulates the interest of students and makes learning effective.
- Implemented different user login system for faculty and students.
- Effective faculty login where they can post assignments, announcements, and add/delete/edit courses and its details.
- Implemented a chat system via which students and faculty can interact with each other.

Multithreaded Database using UNIX Shared Memory and Semaphore APIs **July 2021**

- Developed a simple multithreaded database that demonstrates the usage of Shared Memory and Semaphore APIs.
- Used over 10 Semaphore APIs and Shared Memory System Calls.
- Implemented input, search, modify, print, and export operations that can be performed on the database.
- The export operation allows the user to export the database to multiple file formats such as csv, txt, etc.

Maps Web App | *HTML, CSS, JavaScript, Git* **April 2021**

- Developed a Maps Web Application that displays the user's current location on the map.
- Used Mapbox GL JS library that uses WebGL to render interactive maps from vector tiles and Mapbox styles.
- Implemented distance calculator and ETA between two points.
- Implemented navigation control that displays the directions to reach the destination.
- Implemented different travel options such as Driving, Walking and Cycling to display the directions accordingly.

Quizzer | *HTML, CSS, JavaScript, PHP, MySQL, Tailwind CSS, Bootstrap, Particle JS, Git* **February 2021**

- Developed a Full Stack Web Application that allows the users to take quizzes on various categories such as Movies, Sports, Data Structures, etc.
- Implemented user registration to save the user's scores in a database.
- Implemented a leaderboard system in which, a scoreboard is displayed showing the names and current scores of the leading competitors.
- Used Particle JS, a lightweight JavaScript library to create user interactive particles to enhance the user experience.

🔧 Technical Skills

Languages: Python, C/C++, JavaScript, Shell Scripting

CI/CD Tools and Containers: Jenkins and Docker

Frameworks: Bootstrap, Tailwind CSS, Apache Cordova, and WordPress.

Database: MySQL and Firebase.

Tools: Git, GitHub, Jira, Google Cloud Platform, and Visual Studio Code.

🏆 Certifications and Achievements

- **Data Modeling with Knowledge Studio Intermediate Examination** | *Altair University* December 2021
- **Product Design, Prototyping, and Testing** | *edX, University System of Maryland* August 2021
- **Introduction to Linux** | *edX, The Linux Foundation LFS101x* July 2021
- **Introduction to DevOps and Site Reliability Engineering** | *edX, The Linux Foundation LFS162x* July 2021
- **Introduction to Cloud Development with HTML, CSS, and JavaScript** | *edX, IBM CAD101EN* May 2021
- **Scrum Foundation Professional Certificate (SFPC)** | *CertiProf* April 2021
- **Winner of No Typo online event** | *BMSCE Protocol Club* July 2020
- **Google Cloud Computing Foundations Course** | *NPTEL, IIT Kharagpur* February - April 2020

👥 Extracurricular Activities

- ISE Department Volunteer at PhaseShift (Technical Fest of BMSCE) 2019.
- Technical Content Writer at OpenGenus IQ.
- Member of BMSCE Institute for Electrical and Electronics Engineers (IEEE).