

Agurla Sujith

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EDUCATION

VARDHAMAN COLLEGE OF ENGINEERING

B.TECH IN COMPUTER SCIENCE
CGPA: 8.8/10
2020-2024

ALPHORES JUNIOR COLLEGE

TSBIE(CLASS XII)
Percentage: 97.9%
2020

ALPHORES HIGH SCHOOL

SSC(CLASS X)
CGPA:9.8
2018

LINKS

Github:// [sujith1282](#)
LinkedIn:// [sujithagurla](#)
InterviewBit:// [sujith_1282](#)
Codechef:// [sujith_1282](#)

COURSEWORK

UNDERGRADUATE

Data Structures and Algorithms
Design and Analysis of Algorithms
Object Oriented Programming
Operating Systems
Database Management Systems
Data Mining
Machine Learning
Artificial Intelligence
Deep Learning

SKILLS

PROGRAMMING

Languages:

•Java •C++ •Python

Web Technologies:

•HTML •CSS •Javascript

Databases:

•MySQL •Oracle SQL •SQLite

Libraries:

•NumPy •Pandas •Keras

PROFESSIONAL

•Quick Learner •Team Player
•Passionate •Communication

EXPERIENCE

REJOLT EDTECH | WEB DEVELOPMENT INTERN

Jun 2022 - Jul 2022 | Hyderabad

- Worked on **HTML, CSS & Javascript** technologies, to design and develop webpages.
- Built Portfolio website and website for a construction business.

PROJECTS

FILE ZIPPER

Jul 2023

- Created a file compression tool using **Huffman coding** algorithm, implementing data structures such as **Trees** and **Heaps** for efficient data processing.
- Implemented the **Huffman coding** algorithm to generate optimal binary codes for **character encoding**, achieving significant **file size reduction**.
- Utilized **Tree data** structures for **encoding** and **decoding** processes.
- Designed a **MinHeap** for efficient **node frequency** tracking during Huffman tree construction.

CITY MAPS

Jun 2023

- Built a **mobile application** where the user can find the **shortest path** in a city between two locations based on **distance, cost or time**.
- Implemented using **Graph** data structure and **Dijkstra's** algorithm
- Used **Java** programming language and **Android Studio** platform.

TIC TAC TOE

May 2023

- Tic Tac Toe is a Mobile Application game for Android built using **Java** and **Android Studio**.
- The game allows two players to compete against each other on a virtual game board.
- Implemented the game logic to handle player turns, win conditions, and draw conditions.

PRODUCT RATING | MINI PROJECT

Mar 2023 - May 2023

- Rating the product in an e-commerce website from the reviews given, by **NLP** and **Sentimental Analysis**.
- Provides a web app where users can submit product reviews, which generates a rating out of 5 based on the review's sentiment
- Generates a rating out of 5 based on the review's sentiment
- Achieved an **accuracy of 94.2%**

CERTIFICATIONS

- The NPTEL Certification for successful completion of course Speaking effectively with a consolidated score of 69%.
- Undergoing DSA training from Smart Interviews.
- Participated in CodeGeeks contest organized by JNTUH.
- Participated in **Flipkart Grid 5.0, TVS Credit E.P.I.C 5.0 and Coca-Cola Disrupt Season 3** hackathons hosted on Unstop.