

# SAI SUNDHAR

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## CAREER OBJECTIVE

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To succeed in an environment of growth and excellence and earn a job which provides me job Satisfaction and self development and help me achieve personal as well as organization goals.

## EDUCATION

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<b>Bachelor's Degree in Computer Science &amp; Engineering</b> IIIT Chittoor, Sri City(GPA : 7.86 /10)	2014 - Now
<b>Higher Secondary Schooling at Sri Chaitanya</b> Visakhapatnam(Percentage : 94.7)	2012 - 2014
<b>Bhashyam Public School</b> Srikakulam(GPA : 9.2/10)	2012

## WORK EXPERIENCE

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<b>System and Network Administrator</b> IIIT Chittoor, Sri City	Jan 2017-Now
<b>Teaching Assistant of C Programming &amp; Data Structures</b> IIIT Chittoor, Sri City	Aug 2015 - May 2016

## SKILL SET

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<b>Programming Languages</b>	C/C++, Python, JavaScript, Java.
<b>Frameworks and tools</b>	Django, Angularjs, Unity, Godot, Ionic, Web2py.
<b>Operating System</b>	Linux, macOS, Windows.
<b>Web Technologies</b>	HTML, PHP, CSS.
<b>Database Technologies</b>	MySQL.

## HONORS PROJECTS

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<b>Software-Defined Networking</b>	June 2016-now
· I am currently working on Software-Defined Networking, and till now I have studied and analysed the underlying architecture of SDN. I have used OpenDaylight SDN controller along with Mininet for understanding how an SDN controller works and implemented.	

## COURSE PROJECTS

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<b>Mobile and Cloud based Student Feedback System</b> <i>Web portal</i>	Jan 2017 <i>IIIT Sri city</i>
· A deployable system for students to be able to give feedback on various departments in their institute to a centralised server using their mobile phone. The feedback is analysed and visualised.	
<b>An educational game for children to teach BST(ACM Hackathon)</b> <i>Collaboration of IIITS, ACM</i>	23,Oct 2016 <i>IIIT Sri city</i>
· A game that my partner and I developed as a part of Hackathon Organised by ACM. The game was developed in 24 hours in Unity3D.	
<b>Near(A Peer to Peer Chat Application)</b> <i>Android App</i>	Sept 2016 - Dec 2016 <i>IIIT Sri city</i>

- The project Near is a peer to peer chat application built on the android studio. The aim was to create an interface through which people in the local network can chat, share files, do audio and video call with minimal lag. My teammates and I did this project as a part of Software Engineering course at IIIT Sri City.

### **Het-Net**

*Simulation of network*

Jan 2016 - May 2016

*IIIT Sri city*

- Built an Android application that simulates a two hop Heterogeneous wireless communication( WIFI and cellular ) as a part of fundamentals of communication course.

### **Abhisarga**

*Fest Website*

Sept 2015 - Dec 2015

*IIIT Sri city*

- Abhisarga is our annual college fest website built with HTML/CSS, Bootstrap, JavaScript along with my team.

### **Operating System Simulator**

Sept 2015 - Dec 2015

- It is a simple simulation of various aspects of an operating system like Disk handling, Dining Philosopher, paging Technique, Process simulation. It was apart of Operating Systems course at IIIT Sri City.

## **INTERESTS AND ACTIVITIES**

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Programming, Web Development, Mobile App Development, Data structures, Algorithms, Computer Networking, Gaming, Dance, Music, Football, Trekking, Travelling.