

Sunil Anumolu

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Education

- 2017-Present **B.Tech in CSE**, *International Institute of Information Technology*, Hyderabad, **CGPA:7.1**.
- 2015–2017 **Senior Secondary,IPE**, *Sri Chaitanya Narayana Junior College*, Vijayawada. **Percentage:98.1**
- 2014–2015 **Secondary,SSC**, *Sri Chaitanya High School*, Vijayawada. **GPA:10/10**

Experience

- Monsoon-2018 **Android App Developer**, Hyderabad.
We as a team of 4 built an Android GymTraining App. We used Android Studio for building app.
- Monsoon-2019 **Teaching Assistant**, for *Digital Signals and MicroControlleres*.
- Spring-2020 **Teaching Assistant**, for *Internet of Things*.
- 2019-2020 **Modern Cryptography**, doing Honors work in this area.

Computer Skills

- Languages C, C++, Python, Bash, Matlab
- OS GNU/Linux
- Web Dev HTML5,CSS,JavaScript
- Databases MySQL, SQLite, Neo4J, XQuery
- Graphics OpenGL, WebGL

Projects

- October,2018 **Interactive Shell in C**.
Developed a user-interactive shell in C,implementing the major features of GNU/Linux shell like redirection, piping, handling background processes.
- April,2018 **Music App**.
Developed a music app where we can listen, download and search songs.
- March,2018 **Space Invaders Game**.
This is game which is built in python with the help of pygame library which has a tetris interface

October,2018	Quiz Portal. Developed a Quiz portal using Go and ReactJS. This works with REST architecture
Sept,2018	Mario Game. Developed a terminal-based Mario game in Python, without the help of any libraries like pygame, ncurses, etc.
Feb,2019-	AI bot.
March,2019	A bot which plays varied version of Extreme Tic-Tac-Toe based on the algorithms Minimax, Alpha-Beta Pruning, Zobrist Hashing which reached the Finals
Feb,2019	JetPack Joyride and Flight Simulator. Built games 2D and 3D games using OpenGL API in C++ language.
March,2019	Subway Surfers. A game which is built using the WebGL API in Javascript which runs on our browser
Monsoon-2019	Mini SQL Engine.
Monsoon-2019	Hydrological Modelling Project.
Spring-2020	Image Classification using Statistical Methods in AI.

Achievements

- **JEE MAINS: AIR 950**
- **JEE ADVANCED: AIR 1600**
- **NTSE: Selected for Level2**
- Working as **Speaker** of Students' Parliament IIITH

ExtraCurricular Activities

- Worked as **NSS** volunteer in 2017-18 and then became **NSS Coordinator** in 2018-20
- Professional **Photographer**. Learnt Photography in 2017-18 and then became **Photography Club Coordinator** for 2018-20
- At present holding the **Speaker position of Students Parliament IIITH**
- **Sports** : Badminton, Cricket

Selected Courses Taken

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| ○ Operating System | ○ Data Structures |
| ○ Structured Systems Analysis and Design | ○ DSAA |
| ○ Intro to Databases | ○ Digital Logical Processors |
| ○ Algorithms | ○ Computer Programming |

- Computer Programming
- Computer Networks
- Statistical Methods in AI
- Optimization Methods
- Technology and Social Movements
- Computer System Organisation
- Artificial Intelligence
- Graphics
- Database Systems
- Hydrological Modelling