SUPRAJA YELAGANDULA

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LINKEDIN | GITHUB

OBJECTIVE

Data Science student eager to secure an internship to apply skills in data Science,Data Analytics and programming. I consider myself a responsible and orderly person. Proficient in mentoring students and collaborating in team environments to achieve project goals.

Skills

- Technical Skills: c, python, java, HTML, javascript, SQL
- Soft Skills: Adaptability, Consistency, Teamwork

Education

Gokaraju Rangaraju Institute of Engineering and Technology, Computer science and Engineering(Data Science) B-TECH — 2022 - 2026
- CGPA: 8.9/10.0

NARAYANA JUNIOR COLLEGE, MPC — 2020 - 2022
- Percentage: 95.6

SPR School of Excellence, SSC Education — 2020
- GPA: 10.0

Projects

The Hangman Game

- Developed a Web-Based Hangman Game: Built an interactive version of the classic word-guessing game using HTML, CSS, and JavaScript, featuring dynamic gameplay and visual feedback.
- Responsive Design: Implemented a fully responsive layout, ensuring seamless user experience.
- Integrated Hint and Game Logic System: Designed a hint system and game win/lose logic, enhancing user engagement and improving the overall gameplay experience.
- Optimized for User Interaction: Leveraged JavaScript to enable keyboard interaction for guessing letters, making the game intuitive and easy to play.
- Tools Used: HTML, CSS JavaScript

Coding Platforms

Leetcode: 100+ problems

Codechef: 200+ problems

Achivements

AWS Academy Cloud Foundation certificate,
Android Developer Virtual Internship certificate