

SAI SWETHA BODEPUDI

<https://www.linkedin.com/in/swetha-bodepudi-6b129a239>

+91 824 720 7639

sbodepudi59@gmail.com

CAREER OBJECTIVE

To pursue a challenging career and be part of a progressive organization that gives scope to enhance my knowledge, skills and learning to contribute to the success of the organization and empower every individual on the Planet.

ACADEMIC QUALIFICATION

- Bachelor of Technology in Information Technology from Vignan's Nirula Institute Of Technology And Science for Women, Guntur in 2025.
- Completed Higher Secondary Examination at Sri Chaitanya in Guntur 2021.
- Completed High School Examination at Loyola Public School in Guntur from ICSE Board in 2019.

INTERNSHIP

- **INTERNSHIP at SkillDzire (June 2024)**

Successfully completed a short-term internship program titled "**Data Science**" under **SkillDzire**. The internship, spanning two months, was organized by SkillDzire in collaboration with the **Andhra Pradesh State Council of Higher Education (APSCHE)**. During this program, I gained hands-on experience in various data science concepts, tools, and techniques, enhancing my analytical and problem-solving skills.

TECHNICAL SKILLS

- Programming languages: C, Java 8.
- Database Management: MySQL.
- Web Technologies: HTML.

PROJECT

- **Hasht Bashi: A Python-Based Speech-to-Sign Converter**

Developed Hasht Bashi, a Python-based application that translates spoken English into sign language, addressing a critical need in the deaf and hard of hearing community. The project leverages speech recognition and sign language visualization to provide an accessible communication tool, bridging the gap between hearing individuals and those with hearing impairments. By improving inclusivity and accessibility, Hasht Bashi has the potential to significantly enhance the quality of life for millions of individuals worldwide.

- **TIC-TAC-TOE Game Development**

This mini-project involves the creation of a 3x3 game board for a two-player Tic-Tac-Toe game. The first player uses the symbol 'X', while the second player uses 'O'. The game is won when a player successfully aligns their symbol (either 'X' or 'O') in a horizontal, vertical, or diagonal row. This project is designed to be an engaging and relaxing game, promoting logical thinking and strategic decision-making.

CO-CURRICULAR ACTIVITIES

- Participated and backed prizes in various technical and non-technical competitions held at VVIT's inter college fest.
- Participated and conducted several cultural competitions at Vignan's Nirula Institute of Technology and Science for Women
- Participated in various technical events and backed prizes at intra and inter college level.

EXTRA CURRICULAR ACTIVITIES

- Volunteer experience: NCC
- Participated in college fest by setting up and managing a stall.
- Actively participated in, "Largest Cervical Cancer Awareness Lesson".

ACHIEVEMENTS AND AWARDS

- **C Programming Certification**
Successfully completed the C Programming course through NPTEL and awarded the **Elite Certificate**.
- **Java Certification**
Successfully completed the Java Programming course through NPTEL and awarded the **Elite Certificate**.
- **Excel Skills Certification**
Successfully completed Excel Skills for Business through **JPMorgan Chase & Co.**