

# Chanti Tamilisetti

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LinkedIn

Github

## OBJECTIVE

Highly motivated 3rd-year Computer Science student with strong programming, Data Structures, and Algorithms skills, eager to contribute to innovative projects and learn from industry leaders through an internship opportunity.

## EDUCATION

**B.Tech in Computer Science**, GMR Institute of Technology, Srikakulam  
CGPA: 9.32/10

**Expected 2027**  
AP, India

**Intermediate (MPC)**, Aditya Junior College  
Percentage: 95.3%

**2021 - 2023**  
AP, India

## SKILLS

<b>Programming Languages</b>	C, Java, Python, HTML, CSS, JavaScript
<b>Frameworks/Libraries</b>	Bootstrap, Flask, NumPy, Pandas
<b>Databases</b>	MySQL
<b>Developer Tools</b>	Git/Github, VS Code, Hoppscotch, Jupyter Notebook
<b>Academic Coursework</b>	Data Structures, Operating Systems, OOP, DBMS
<b>Certifications</b>	Introduction to Generative AI (Google Cloud) ( <a href="#">View</a> )   Prompt Engineering for ChatGPT (Vanderbilt University) ( <a href="#">View</a> )   The Joy of Computing Using Python (NPTEL) ( <a href="#">View</a> )

## EXPERIENCE

**Krify Software Technologies Pvt. Ltd. | Software Trainee Intern**

**June 2025**

- Designed and developed a "Password Generator Web Application" using HTML, CSS, JavaScript, enabling users to generate secure, randomized passwords with customizable character sets.
- Implemented core features including length control, character-type selection (uppercase, lowercase, numbers, and symbols), and clipboard copy functionality, improving user interaction and flexibility.
- Designed and implemented a secure password-shuffling algorithm in JavaScript, increasing randomness and reducing repetition likelihood by approximately 30%, improving password strength and entropy.
- Deployed the application on GitHub Pages, ensuring accessibility and ease of sharing.
- Strengthened soft skills in teamwork, communication, problem-solving, project management, adaptability, and a strong work ethic, contributing significantly to my professional growth. ([Project Link](#))

## PROJECTS

**Simon Says Game:** Created an interactive memory-based color pattern game using HTML, CSS, and JavaScript, featuring progressive difficulty levels and real-time feedback. Implemented game logic, user input validation, and a high-score tracking system. Optimized for desktop and mobile using responsive design. ([Project Link](#))

**Simple Weather App :** Developed a real-time weather application using HTML, CSS, JavaScript, and OpenWeatherMap API. Utilized Axios for dynamic data rendering and implemented error handling, responsive design, and intuitive UX. ([Project Link](#))

## ACHIEVEMENTS & ACTIVITIES

- Runner-up – Free Fire Intra-College Tournament, GMR Institute of Technology (February 2025); led a 4-member squad to the finals among 20+ teams, demonstrating leadership, strategic execution, and performance under pressure.