



Parthasaradhi M Terugu

Technical skills

Python, Java, C
Flask, FastAPI, Alerta
MicroServices, Docker, Celery
Selenium
SQL, Redis

Experience

May, 2018 – **Infra Developer at Cognizant.**
Present

- 2.5 years of software development experience in Python.
- Built a config parser framework for parsing a payload using a Json configuration.
- Built web application API's using Python, Flask.
- Integration of monitoring tools into event management tool(Alerta).
- Container management using Docker by writing Docker-files and setting up the automated build.
- Experience in continuous Integration with GitLab.
- Working experience in Microservice architecture.
- Knowledge in PostgreSQL

Feb, 2017– **Game Developer at GoLive Gaming Solutions, Hyderabad.**
September, 2017

- Built games for both Android and iOS using Unity3D platform.
- Worked on multiple projects on version control through Git.
- Integration of third party Ad plugin's of ironsource, Tapjoy.
- Implementation of Game achievements and Social media support in games.

Education

2013–2017 **Indian Institute of Information Technology** , *Bachelor Of Technology in Electronics And Communication Engineering.*

Projects

Cognizant Automation Center

Project Description:

Cognizant Automation Center is an integrated automation ecosystem featuring Industry-leading advisory capabilities and professional services, Domain-driven solutions and offerings and best-in-class platforms and third-party products.

Roles and Responsibilities:

- As a developer, I worked on designing and developing the tool integration module and events handling module in EventsEngine(Alerta tool).
- Completed a 6 week independent solo project to develop a framework **Config Parser** that can parse tool payload to Event engine payload with a configuration file using Python.
- Analysing the business requirement and transforming into functionality.
- Developed Micro Services and API's using flask
- Developed automation scripts using Python for log analysis, performance testing etc.
- Good understanding in Software Development Life Cycle (SDLC) process - Requirement Gathering, Analysis, Design, Development and Testing.
- Quickly analyzing, debugging and resolving Production/LLE problems.
- Involved in Code Review Process
- Maintaining code quality by following PEP8 and using autopep8 with VScode.
- Solving Business/Enterprise and proposing innovative solutions based on requirements of the customers.
- Performed multiple successful releases.

Game Development

1.The jungle book

It is Collectible Card Game(CCG) Developed by Golive. My Role was to add new module called shop to the game which was in Strangeloc

2.Cyber Escape!

Fixed Major Bugs in the game and Added shop panel and PowerUp's to game.Worked on analytics, In AppPurchases(IAP) and Ad-integration

3.Jake and the Monsters

This game has been started with the similar code base of Cyber Escape!. Implementation of Different enemies and Powerup's for the game

Certifications

1. Certified in *Mathematical Thinking in Computer Science* course, *Combinatorics and Probability* and *Introduction to Graph theory* in Coursera.
2. Certified in *Kubernetes Certified Application Developer (CKAD)* in Udemy
3. Earned Gold badge for Python in HackerRank
4. Completed JAVA,Selenium, SQL Skill based Assessment in Cognizant

Extra-Curricular Activities

1. Chess, Badminton.
2. Reading magazines,Surfing. Solving Sudoku, Rubik's cube and Puzzles