

Parthasaradhi Terugu

Technical skills

Languages	Python
Frameworks	Flask,Redis,Celery
Operating Systems	Windows,Linux(Ubuntu and Fedora)
Web Technologies	HTML
Databases	PostgreSQL

Experience

May,2018– Present **Works at Cognizant,** .

- 2 years of software development experience in Python.
- Built web application API's using Python, Flask.
- Integration of monitoring tools into event management tool.
- Container management using Docker by writing Docker-files and set up the automated build.
- Knowledge in linux-based operating system abd bash scripting.
- Experience in continuous Integration with GitLab.
- Working experience in Microservice architecture.
- Knowledge in PostgreSQL

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

- Built games for both Android and iOS using Unity 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*, Society Regn. No.202 of 2013, dt.02.09.2013, MHRD F.No.29-7/2011TS-1, dt.22.11.2013.

2011–2013 **12th standard**, *Sri Chaitanya Jr College*, Tirupati, .

2011 **10th standard**, *Sree Saradha English Medium High School*, .

Projects

1. Scientific Calculator

The main objective of this project is to develop a system that can do all the arithmetic operations
Technical environment: Arduino, C.

2. Attendance Portal

Developed a Website where you can mark Attendance of Students online and send a report regularly
Technical Environment: web2py, Python.

3. Home automation using Arduino and Bluetooth module

This project is aimed to control home appliances with your mobile and we upgraded hardware from Arduino to PSoC.

B.Tech Quad copter Project

The main Objective of the project is to fly the Quadcopter in all direction with wireless remote and use it in other applications.

Coursera Cat Image recognition Using Linear Regression

Project(Deep Learning - Neural Networks)

I was able develop a application Where the algorithm would train itself by given Data and recognize weather the image contains cat or not.

Projects on Game Development

1. The jungle book

It is Collectible Card Game(CCG) Developed by Golive. My Role was to Debug code which was in Strangeloc and fix buges in the game.Worked on Shop of Cards in grid view similar game which is re skinned as O2-guardians of galaxy(yet to release) with similar code base.

2. Cyber Escape!

Fixed Major Bugs in the game and Added shop panel and PowerUp's to game.Worked on Analytics, In App Purchases(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. Completed JAVA,Selenium, SQL Skill based Assessment in Cognizant
3. Earned Gold badge for Python in HackerRank

■ Extra-Curricular Activities

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

■ Personal Achievements

1. HackerEarth Campus ambassador for spring and monsoon 2015
2. Participated in Felicity, Jagruti and Abhisarga.