UDAY PUTTIREDDI

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STEM major student eligible for internships in the US without sponsorship.

EDUCATION

Minnesota State University - Mankato, MN   Anticipated May 2025
Bachelor of Science in Computer Information Technology, Minor in Mathematics, *GPA: 3.5*
Relevant coursework: Databases, Data Structures & Algorithms, Networking and Cybersecurity
Honors & Awards: Dean's List - Fall 2021, Spring 2022, Spring 2024

SKILLS

Software: Microsoft.NET Framework | Microsoft Visual Studio | Power BI | Unity 3D | Plastic SCM | Collaborate | Microsoft Office Products | Slack | MATLAB | Microsoft Excel | Data Analysis | Data Reporting
Languages: C# | HTML | JavaScript | Python | CSS | C | Java | DevOps | TailwindCSS
Databases: MySQL, MongoDB, AWS
Other Skills: Git | Github | Flexbox | Bootstrap | Responsive Web Design | OOP | Agile
Soft Skills: Team-oriented | Problem Solving | Communication | Adaptability | Leadership | Critical Thinking | Collaboration

EXPERIENCE

MNSU - Teaching Assistant | *CIS 115*   Aug 2024 - Present
- Led discussion sessions and study groups for students, simplifying complex concepts like algorithms, data structures, and computational thinking to enhance understanding and engagement in core computer science topics.
- Collaborated with faculty to develop course materials, including problem sets and exam questions, and provided constructive feedback on assignments to help students succeed academically.

MNSU - Teaching Assistant | *ME 201*   Jan 2024 - May 2024
- Mentored 30+ students in applying MATLAB for engineering challenges, enhancing their problem-solving skills in data types, decision structures, loops, and arrays, which led to a 25% increase in overall lab performance scores.
- Conducted 1-on-1 sessions with students to clarify concepts and provide hands-on support in programming and engineering principles, resulting in a 25% decrease in student dropout rates and a 20% increase in overall GPA.

PROJECTS

SportSmart | *E-commerce Website*   [Github](#) | [View Project](#)
- Advanced e-commerce platform tailored for sports enthusiasts, offering a sleek, modern design with intuitive navigation for exploring and purchasing sports equipment. Features include sport-specific pages, detailed product descriptions, and seamless add-to-cart and checkout functionalities.
- *Utilized:* HTML, CSS, JavaScript, Bootstrap, Flexbox, Responsive Web Design Principles

Battle Arena - Team Lead | *Unity-based Game*
- Developed a 3D First Person Shooter (FPS) game as part of a team of 4, achieving successful completion and testing within 6 months, by using C# in VS Code for scripting game mechanics, Unity 3D for designing maps and gameplay elements, and PlasticSCM for team collaboration and version control.
- *Utilized:* C#, Unity 3D, Visual Studio Code, Plastic SCM

LEADERSHIP & AFFILIATIONS

CodePath | *Community Member* | *Remote*   May 2024 – Present
CyberSecurity Club | *Member*   April 2024 – Present
Student Association of India | *Secretary*   Jan 2021- May 2023

VOLUNTEER

Virtual Reality Consultant | *Oculus Quest 2 VR headsets with STEM students*   Jan 2022
Member of IEEE | *2023 IEEE Rising Stars Conference in Las Vegas*   Jan 2023

CERTIFICATIONS

Career Essentials in Software Development | *Microsoft and LinkedIn*   Jun 2024
Introduction to Generative AI | *Google*   Feb 2024
Salesforce CRM | *Udemy*   Feb 2023