Venkatesh Ellaboina

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EDUCATION

Virginia Polytechnic Institute and State University   Blacksburg, VA | Dec 2022
Master of Engineering in Computer Science | GPA: 3.7/4.0 | Mobile Technologies, Distributed Systems, Object Oriented Design, Machine learning | Member of TAPIA conference 2022

Chaitanya Bharathi Institute of Technology   Hyderabad, India | Apr 2019
Bachelor of Engineering in Computer Science | CGPA: 8.24/10 | Data Structures and Algorithms, Operating Systems, Computer Architecture, Data Mining, Cloud Computing, Compilers

SKILLS

Programming Languages: Python, C++, C, C#, JAVA, SQL, Object Oriented Programming, NoSQL, Relational Database, PL/SQL
Web Development: React, Redux, Angular, React Native, JavaScript, TypeScript, Node.js, HTML/CSS, Salesforce, GraphQL, MongoDB
Technology: Git, AWS Services (Lambda, API Gateway, S3, EC2, Cloudwatch), Serverless, Web Services, Databases, storage systems.

WORK EXPERIENCE

ELECTRONIC ARTS, EA GAMES | Software Engineer - 1   Hyderabad, India | Jun 2019 – Aug 2021

- As a Full stack developer, worked on the development of Backend APIs **(Node.js, Salesforce Apex)**, Frontend UI **(React.js, Salesforce Lightning, LWC)** and database schemas for Advisor Hub platform and EA Events application.
- Implemented **oAuth** authentication by upgrading the existing API requests layer to secure the application.
- Integrated **20** popular games including FIFA, Madden and Apex Legends with configuration based UI rendering.
- Took ownership and Published a Postman collection consisting of **100+ APIs** by developing an automation script written in Javascript there by reducing the overall communication time with Apex Legends Mobile team.
- Devised an optimized and scalable micro architectural design using **AWS app flow**, enabling the processing of **10 GB/day** of events data . Followed Scrum Agile Methodologies.
- Received a **Spot award** for contributing towards cleaning and refining 10k lines of dead code, resulting in **75% reduction of recurrent bugs** and enhancing the component architecture.

SS&C EZE, INTERNSHIP | Software Engineering Intern   Hyderabad, India | Feb 2019 – Apr 2019

- Designed and developed Adapters - a framework to simplify the process of data sharing among institutions.
- Automated portfolio sharing among individual banks, thereby conserving **100s of hours** of manual effort. Development primarily comprised of C# and .NET Framework.

RAUZR INC, INTERNSHIP | Full stack developer Intern   Hyderabad, India | May 2018 – Jul 2018

- Developed a Listing Service App for trainers and tutors using **MERN stack** (MongoDB, Express, React.js, Node.js, Elastic Search). Followed Agile methodologies.
- Built search optimised elastic search database and exported the existing data using schedulers.

PROJECTS

PLEMORY ⬈   React Native, JavaScript, Node.js, Viro React

- An app to view persisted memories from different time frames and locations in Augmented Reality. Worked under the supervision of Dr. Amr Hilal and presented the app during the ICAT Innovation day at Virginia Tech.
- Awarded 5th position overall and **1st position** under Augmented Reality category out of 50 teams participated in the event.

BIZCONNECT ⬈   React.js, Node.js, Typescript, GraphQL, AWS Lambda, API Gateway, EC2, S3, SNS, MySQL

- An application that helps small-scale businesses connect with their customers and sends business updates in real time like notifying about: store timings, restocking items, latest discounts etc. Supervised a team of 3 people.
- Built the app for the AWS Serverless Hackathon 2020 held by **Amazon**. Finished 8th among 150+ teams.

SONG GENRE PREDICTION ⬈   Python, Sci-kit learn, Numpy, Pandas, Machine learning

- An ML model that predicts the genre of a song based on its characteristics like danceability, key, loudness etc.
- After experimenting and exploring various models, Achieved **90% accuracy** with a Random Forest Classifier.