Koppala Venkat Kalyan

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LinkedIn | Github | Leetcode

Technical Skills

- **Languages:** Java, C/C++, MySQL, JavaScript, HTML/CSS, Python
- **Frameworks:** React, Spring, Spring Boot
- **Developer Tools:** Git, Google Cloud Platform, AWS, Azure, VS Code, Visual Studio, IntelliJ

Projects

EtherFi: Decentralized Crowdfunding Platform
React.js, Solidity, Ether.js, Ethereum, Foundry - Github Link

- Developed a decentralized crowdfunding platform on the Ethereum blockchain, enabling users to create and fund projects with 100% transparency and immutable transaction records.
- Engineered secure, Solidity smart contracts to automate transactions, reducing manual intervention by 70% and ensuring secure, tamper-proof operations.
- Developed an interactive and responsive UI, enabling users to explore events with comprehensive details like time, location, and descriptions, enhancing user experience and engagement.
- Deployed the platform on the Ethereum test network, achieving 95% test coverage and conducting rigorous security audits using Foundry to ensure robustness.

Eventus: College Club Event Management
React.js, Spring Boot - Github Link

- Designed and implemented a full-stack event management platform using React.js for the frontend and Spring Boot for the backend, enabling seamless event creation, editing, and deletion.
- Built a dynamic and responsive UI, allowing users to browse events with detailed information such as time, location, and descriptions, improving user experience and engagement.
- Implemented a robust backend to efficiently manage event data, handle user interactions, and ensure reliable data storage and retrieval.
- Added user authentication and role-based access control to manage event permissions securely.

JoyFlick: A Fun Website
React.js, Spring Boot

- Innovated and built a Drench game using the DFS (Depth-First Search) algorithm, ensuring efficient grid-filling logic.
- Created a terrain generator using Wave Function Collapse and probability-based algorithms, generating realistic terrains.
- Created a Flip and Find memory game using hashing for efficient card matching, improving user memory retention in usability tests.

Education

Bachelor of Engineering (B.E.) in Computer Science and Engineering
RNS Institute of Technology, Bangalore *Expected 2026*
CGPA: 8.85/10

Pre-University Course (PUC) - 12th Grade
Narayana IIT Academy, Hyderabad *2022*
Percentage: 94.9%

Achievements

- Ranked 2 among 180 second-year students at RNSIT's BigO competitive coding contest.
- Achieved a global rank of 1651 out of 8785 teams in the IEEEXtreme 8.0 competitive programming contest.

Leadership and Community Involvement

- **BigO Competitive Programming Club, RNSIT** | Core member