

VIRAJ GUNTAMUKKALA

2B COMPUTER SCIENCE

20662101

VJGUNTAM@UWATERLOO.CA

PROFILE

THREE YEARS OF PROGRAMMING

EXPERIENCE

INDEPENDENT & FAST LEARNER

EFFECTIVE TEAM PLAYER WITH STRONG

TIME MANAGEMENT AND

COMMUNICATION SKILLS

CONTACT



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N2T2Z2

PROGRAMMING SKILLS

LANGUAGES

- C++ (Proficient)
- C (Proficient)
- Python (Working Knowledge)
- JavaScript (Working Knowledge)
- HTML ((Working Knowledge)
- CSS (Working Knowledge)
- SQL (Working Knowledge)
- BASH (Proficient)
- Racket (Working Knowledge)
- Java (Working Knowledge)

OPERATING SYSTEMS

- Macintosh OSX
- Windows OS

TOOLS

- Github
- Microsoft Office
- Jenkins
- Guidewire
- Eclipse
- SoapUI
- PuTTY

WORK EXPERIENCE

SOFTWARE QUALITY ASSURANCE ENGINEER

ECONOMICAL INSURANCE

JANUARY 2018 – APRIL 2018

- Actively participated in Agile/SCRUM processes
- Analyzed requirements in order to identify and create test scenarios
- Executed SQL queries to test databases for policy creation application backend functionality
- Coordinated with developers and business owners to test and debug software applications
- Documented processes from time to time, to train new hires and other teammates
- Planned and executed a virtual machine move between servers

EDUCATION

CANDIDATE FOR BACHELOR OF COMPUTER SCIENCE

UNIVERSITY OF WATERLOO

SEPTEMBER 2016 – PRESENT

- **Relevant Coursework:** Object-Oriented Software Development, Foundations of Sequential Programs, Data Structures and Data Management, Computer Organization & Design, Logic and Computation, Elementary Algorithm Design and Data Abstraction, Introduction to Java Programming (*Professional Development course*)

INTERNATIONAL BACCALAUREATE DIPLOMA

CAMERON HEIGHTS COLLEGIATE INSTITUTE

SEPTEMBER 2012 – JUNE 2016

ONTARIO SECONDARY SCHOOL DIPLOMA

CAMERON HEIGHTS COLLEGIATE INSTITUTE

SEPTEMBER 2012 – JUNE 2016

PROJECTS

PERSONAL WEBSITE (*IN PROGRESS*)

2018

- Implemented using HTML, CSS, JavaScript

SMARTBRAIN WEB APPLICATION (*IN PROGRESS*)

2018

- Implemented using HTML, CSS, JavaScript
- Image recognition web application using a Machine Learning API

QUADRIS(TETRIS) GAME – *GROUP PROJECT*

2017

- Implemented Using C++
- Implemented Level, Score, Board and Graphics modules
- Designed UMLS for class diagrams to demonstrate relationships between classes
- Implemented using various software design pattern, such as the interpreter and factory method patterns

SUDOKO SOLVER

2016 – 2017

- Interactive program where users can input Sudoku array for the program to solve
- Implemented using C
- Designed using Suduko backtracking algorithms