Viraj Guntamukkala

2B COMPUTER SCIENCE 20662101

VJGUNTAM@UWATERLOO.CA

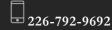
PROFILE

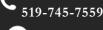
THREE YEARS OF PROGRAMMING
EXPERIENCE

INDEPENDENT & FAST LEARNER
EFFECTIVE TEAM PLAYER WITH STRONG

TIME MANAGEMENT AND COMMUNICATION SKILLS

CONTACT





O virajg224

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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