

# TADEPALLI VIJAYA KRISHNA

Software Engineer

## CONTACT

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## EDUCATION

### VIT - UNIVERSITY

- Bachelor of Technology
- CGPA - 9.2/10.0

## SKILLS

- Web Development
- SIME
- DevOps
- Blockchain
- Game Development
- System Design
- Mobile application development

## FRAMEWORKS/ TOOLS

- MERN
- UNREAL Engine, UNITY
- Flutter
- Redis/GraphQL
- Flutter
- ELK
- PyTorch/TensorFlow
- Figma

## PROFILE SUMMARY

Dynamic and results-driven Web Engineer passionate about crafting innovative, high-performance web applications. Expertise in full-stack development, system design, and DevOps, with a proven track record in delivering scalable solutions. Adept in game development, UI/UX design, and blockchain technologies, bringing creative problem-solving and technical excellence to every project.

## WORK EXPERIENCE

### MNOCH

02/20 - 04/21

Web designer | Building CRM solutions

- Designed and developed a scalable CRM solution to streamline customer data management, enhancing user experience and operational efficiency.
- Integrated advanced analytics and automation features, improving client engagement and reducing manual workloads by 30%.

### 10X Technologies

05/21 - 09/22

System Designer

- Designed and implemented scalable system architectures to support high-traffic applications, improving performance and reliability.
- Collaborated with cross-functional teams to define system requirements and optimize workflows for seamless integration.

DevOps Engineer

- Automated CI/CD pipelines to streamline deployment processes, reducing release times by 40%.
- Monitored and optimized cloud infrastructure for enhanced system security, scalability, and cost-efficiency.

### NeuroEase

10/23 - 08/24

Game | web Developer

- Developed and implemented AR/VR-based therapeutic solutions at Neuro Ease, creating immersive experiences aimed at improving social and cognitive skills in children with autism.
- Collaborated with medical professionals to integrate personalized, interactive AR/VR sessions, enhancing therapy outcomes and engagement, and improving communication and behavioral patterns in children by 25%.