LANKE HEMANTH KUMAR

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Career Objective:

To pursue a challenging career in a software development industry where I can utilize my knowledge and skills positively for my personal development and for the growth of the organization while being innovative and flexible.

Experience

- **UCE-ATTENDANCE**   **January 2018 - Present**
  Proposed and developed an Attendance Management System using Smart Phones and LAN. It uses Android application as the main interface for teachers and students and is based on OTP generation to register attendance. Project is developed using Java and MongoDB.

- **STUDENTS CLUB PORTAL:**   July 2017 - September 2017
  An Android application which allows students to register and join the college club. Interested students can send a request to join the club, and the admin approves his/her request. Students can also raise a request to start a new club. Project is developed using Firebase.

Internship:

- **Organization: Nuronics**   **May 2019 - June 2019**

  Description: Developed a chatbot for placements which gives complete information about placements in college. It is developed using Mindmeld conversational Artificial Intelligence platform.

- **Organization: Rashtriya Ispat Nigam Limited.**   **May 2018 - June 2018**

  Description: Worked on ABAP that runs in SAP environment.

Technical Skills:

- **Programming Languages:** C, C++.
- **Database:** Oracle(SQL),MongoDB.
- **Application Environment:** Android Studio.

Educational qualification:

Course	Board	Institute	Batch	Aggregate
B. E (Computer Science Engineering)	Osmania University, Hyderabad	University College of Engineering(A), Osmania University	2016-20	7.54 CGPA (end of 6th sem)
Intermediate M.P.C.	Board of Intermediate Education	Mahathi Junior College, Visakhapatnam	2014-16	95.4%
Secondary School	CBSE	DAV Public School, Visakhapatnam	2013-14	10 GPA

Achievements:

- Won a silver medal in the event **Freestyle2k17**(communication and presentation skills).
- Selected as the student coordinator for **Initiative Club**, Osmania University.
- Secured 1817 rank in **Eamcet**-2016.
- An active member of **the Student Body Committee**, Osmania University.

Extra-Curricular Activities:

- Co-Organiser of **TEDxOsmaniaU.**
- Sponsorship Head of **Amusant 2k18**, a fund-raising cultural event conducted with the theme of Game of Thrones at Tagore Auditorium, OU.
- Core-organiser of **Osmania University Model United Nations**(OUMUN), held at OUCIP.
- Organized the event **Quizzotic** version 8.0 as a part of Erudites, a student club.
- Student Coordinator for **Global Alumni Meet-2018** (GAM), which brings the renowned Alumni across the globe.
- Participated in **Google I/O Hackathon** 2019.
- Organized **FREESTYLE2K18**, a communication and presentation skills-based event.
- Organizer of **Amusant 2k17**, a college-level cultural and charity event.
- An organizer of **Incognito**, a techno-general quiz competition under the Technical Symposium Infinity 2k19.
- An active volunteer of **NSS** taking part in all activities organized.
- Effective participation in imbibing the importance of the need for the development of underdeveloped areas of society as a part of the **Society Outreach Program**.
- Active Member of **coding club** organized with the support of codechef.

Workshops:

- Attended **3rd Annual Cyber Security Summit** on the topic of **Ethical Hacking** conducted by Sytech Labs.
- Attended a workshop on **IOT** conducted at Department of Computer Science and Engineering, UCE(A), OU.

Personal Traits:

- Ability to handle pressure conditions.
- Can work well in a team and also independently.
- Ability to complete work within a stipulated time.
- Self-motivated and good leadership qualities.