VENKATA RAHUL YALAVARTHI

Hyderabad | +91-7842 332288 | <u>yalavarthivenkata@yahoo.com</u> | yalavarthivr.github.io

Education

Master of Science in Computational Modeling and Simulation

TU Dresden, Germany October 2019 - Present

Bachelor of Technology in Mechanical Engineering

VNR VJIET - JNTUH (GPA: 8.4/10) Graduated: August 2019

Skills

Languages- C++, Python, PHP, JavaScript, Java, Excel VBA, SQL, MySQL, HTML5, CSS3, C#

<u>Technologies</u>- STL C++, MS Office Suite (Excel and Access), PaperJS, jQuery, Bootstrap, Bitbucket/Git, Gradle/Maven, AWS, Salesforce, Microsoft Visual Studio, Android Studio, Monogame, wxWidgets, Matlab, Adobe Suite (Photoshop and Premiere Pro)

Work Experience

Software Developer Student Assistant

August 2020 – December 2020

Institute of Semiconductors and Microsystems, TU Dresden

- Designed and Developed application framework, and User Interface for a custom CAD infrastructure enabling 2D sketching functionality. <u>Technologies Used</u>: wxWidgets, C++
- The framework has facilitated in reducing the amount of repetitive 3D modelling for various parts by offering an easier 2D drawing alternative, which are then transformed to a 3D model.

Web Developer & IT Helpdesk

August 2018 - December 2018

Student Activity Center, VNR VJIET - Hyderabad

- Designed and developed responsive, dynamic web pages with multi-platform support, for numerous college events.
 <u>Technologies Used</u>: HTML, CSS3, JavaScript, JQuery, Bootstrap
- Implemented a barcode system to handle student data in the college events. Technologies used: Excel, VBA.
- Utilized Request tracker to keep track of different requests, and tickets from various departments across the campus.
- Provided IT assistance, and on-site support to faculty and students of the university.

Game Level Designer

August 2018 - December 2019

Lighthouse, Banana Developments

- Designed game levels for a popular puzzle-based android game, "Lighthouse" which has over a million user downloads.
- Created the game level editor application. <u>Technologies Used</u>: <u>Microsoft VisualStudio</u>, <u>Monogame</u>, C#

Research Intern March 2018 – August 2018

Grob Machine Tools Pvt. Ltd., Hyderabad

- Calculated the static and dynamic rigidity of machine tools and components using the Finite Element Method (FEM). *Technologies Used: Matlab, ANSYS, Solidworks*
- Actively participated in the design and development process of machine tools and their components.

Certifications

- Qualified and Successfully completed, TEP(Technology Entrepreneurship Programme) from ISB(Indian School of Business)
- Achieved English Proficiency in IELTS: C1 level
- Qualified in "CodeVita 7", The TCS global coding competition Season 7
- Received Academic Excellence Award –VNR VJIET.
- Salesforce Admin Beginner Course: Trailhead (An official Online learning platform for Salesforce)

Projects

Project and Employee Tracker

July 2020 – October 2020

- A Web application for tracking the status of different projects and employee participation. The application also contains an admin console to assign roles to different employees.
- Utilized Spring MVC to implement APIs and Hibernate to communicate with a local MySQL Database.

Trailhead Salesforce Projects

December 2020 – January 2021

- Utilized Lightning Web Components Open Source tools to build a conference management app for gathering and authenticating custom-built Salesforce data which includes numerous data types and multiple relations.
- Created an Einstein Bot for an Experience Cloud site, enabling the chatbot with prebuilt dialogs, and option menus also using variables to store entities for enhanced chat experience.

Neural Network using Python

December 2017 - January 2018

• A Neural network to recognize handwritten numbers using the MNIST Database of handwritten digits.

HPVC 2018 - Human Powered Vehicle Challenge, Team Captain

October 2017 – March 2018

Designed and manufactured a Front Wheel Drive Recumbent Bicycle with aerodynamic fairing.