

YASHASWINI BODDUPALLI

Elm 1B, Courtyard Apartments, Maynooth University, Maynooth, Co. Kildare

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PROFILE STATEMENT: A research opportunity which will enhance my problem solving and web development skills to develop enterprise applications.

EDUCATION:

Maynooth University

2018 – Present

Taught Masters Computer Science, Software engineering.

Predicted to graduate with a 2:1 minimum

Relevant modules include Introduction to User experience, User interface and Interaction design, Interaction design, Internet solutions engineering.

Gudlavalleru Engineering College, J.N.T.U kakinada

May,2017

Bachelor of Technology, Information Technology

Percentage: 78.46

AWARDS:

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| • Taught Master's scholarship award. | 2018 - 2019 |
| • 'Best Project work of IT' for IHMS project | 2017 |
| • Certificate of Merit | 2013-2017 |
| • Certificate of Academic Proficiency | 2016-2017 |
| • 'Certificate of Appreciation' for conducting workshop | September 2016 |
| • First prize on poster presentation on Emospark on NALEDGE'16 | February 2016 |
| • Certificate of Academic Proficiency | 2015-2016,2014-2015,2013-2014 |
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SKILLS:

TECHNICAL:

Programming:

Python, HTML, CSS, PHP, JavaScript, SQL, Nodejs(basic).

Technologies:

XAMPP server, WordPress, GitHub, MySQL, PostgreSQL, RDBMS, Mongo DB(basic).

TEAMWORK:

Worked in teams with great diversity and ensured that the project deadlines are met on time.

PROJECT MANAGEMENT:

Defined, planned, organized, controlled and completed a variety of interdependent and complex tasks.

PRESENTATION:

Presented posters at national event.

ORGANIZATION:

Planned activities and ensured that they meet their targets and deadlines.

RESEARCH:

Researched and collected relevant data and resources required for the project.

ADMINISTRATION:

Verify all the data and resource availability prior to the commencement of the project.

ACTIVITIES:

Blogging(<https://infiniteimpressionblog.wordpress.com/>) **2016- Present**

Volunteered at Open labs event (Science Week) **November 2018**

- Studied how children played computational games to understand their game mental models.

Workshop on HTML **September,2016**

- Trained 210 students with basics of HTML.
- Helped them create web pages at their initial stages.

Volunteered at computer awareness Programs **2016**

- Trained basics of computers for government school children in rural areas.

PROJECTS:

Bibliography Manager **2019(Present).**

- Supports researchers in collecting and organizing literature.

Roller Coaster (Computational Thinking games for children) **2019(Present).**

- Developed a game which teaches the concepts of queues.

Median Height (Computational Thinking games for children) **2018- Present.**

- Developed a game which teaches the children the concept of the median.

Intelligent Health Monitoring System (Tracks status of health) **2017**

- It provides BMR, BMI etc results online with data visualization. It also has a feature to track calorie intake.

GecLetter(Online information gathering and presentation system) **2016**

- It helps students to get permissions from department faculty easier through online letters and also helps lectures to keep track of student requests for permission.

REFERENCES:

References available upon request.