YASH BODDUPALLI

Software Developer

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Profile

Achievement of academic and project goals in demanding curriculum with high standards, using logical, systematic problem identification and resolution skills.

Self-motivated college student with strong academic record seeks software developer role.

• Proactive goal-setter and high achiever with strong analytical, logical, organizational, collaborative, project management and problem-solving skills with strong technical background. Self-motivated, high attention to details and quick learner of new technologies. Good team player. Excellent communication and presentation skills. Strong professional and client service excellence.

• **Computer Skills**. Proficient in Java, HTML, CSS, Core Java, Python(basics) and JavaScript. Experience in software development, design, testing and Git. Knowledge on agile software development life cycle.

Education

Taught Master scholarship award, 2018-2019

MAYNOOTH UNIVERSITY, IRELAND

MSc Software Engineering   **October 2019**

- Honors: 2.1
- Taught Masters Scholarship awarded student
- Selected Relevant courses: Advanced Concepts in object-oriented programming, Databases, Requirements Engineering and System design, Software Testing, Rigorous software process, Internet solutions engineering.

Certificate of Merit

Certificate of Academic Proficiency

Best Project of IT award

GUDLAVALLERU ENGINEERING COLLEGE, INDIA

BTech Information Technology   **2017**

- Honors: 1 (First class honors)
- Conducted web development workshops for sophomores.
- Won Certificate of Academic proficiency for every semister.

Experience

Maynooth University, 2018-2019

MAYNOOTH UNIVERSITY, IRELAND

Computational thinking games (Software Developer)   2018 – 2019

I successfully developed three computational thinking games namely 'Delivery Truck', 'Roller Coaster' and 'Median' that teaches the concept of Hamilton path from graph theory, queues and sorting in a fun and engaging way using Python and PostgreSQL as backend. I also conducted usability testing, and unit tests to make sure the game works as successfully and meets all the requirements.