# AKHILANAND SIRRA

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### **EDUCATION**

# Chaitanya Bharathi Institute of Technology, Hyderabad

Bachelor of Engineering, Information Technology

Affiliated to Osmania University

August 2017 - June 2021

CGPA: 7.73

# TECHNICAL SKILLS

Programming & Web Software & Tools

 $\mathrm{C/C}++,\;\mathrm{JAVA},\;\mathrm{Python},\;\mathrm{R},\;\mathrm{HTML},\;\mathrm{CSS},\;\mathrm{JavaScript},\;\mathrm{jQuery},\;\mathrm{XML}$ 

Experienced in Git, Android, SQL, Adobe Photoshop, Illustrator, Bootstrap and familiar with LATEX, After Effects, Unity3D, Blender, React, Node.js

### **PROJECTS**

# CBIT STUDENT APP | PLAYSTORE, GITHUB

October 2019 - February 2020

- Developed and deployed an **Android** application with Material UI for scraping Student information from CBIT student website using **jsoup** library and animations using Lottie Animations.
- Decreased student login time by 80%(15s to 3s) by directly scraping the login URL.
- Added Stay Signed In feature to preserve the user's session token using SharedPreferences.

# COVID-19 TRACKER | WEBSITE, GITHUB

June 2020 - August 2020

- Built a React Web application to keep track of coronavirus cases around the world using COVID-19 API.
- Detailed cards and charts shows the extent of coronavirus outbreak using Chart.js.

# MALICIOUS APP MANAGER | PLAYSTORE, GITHUB

April 2020 - May 2020

- Deployed an **Android** application for detecting/removing apps banned by the Indian Government.
- Slashed App scanning time by 85% by implementing RecyclerView and using Hash Table.
- Implemented a **Broadcast Receiver** to listen in on uninstall events from the system.

# CUBERUN GAME AI | GITHUB

December 2019 - February 2020

• Designed and implemented a 3-Dimensional game Cuberun using **Unity** from scratch and developed a Game AI able to play the game using **Navigation Mesh**.

## NEARBY PLACES | GITHUB

December 2018 - February 2019

- Developed an **Android** application that allows you to search for any place in your vicinity and nearby places through geolocation, distance using **Google Maps API**.
- Improved search results by implementing an option to set the desired proximity radius in the nearby search.

# ACHIEVEMENTS & EXTRA-CURRICULAR

Chief Coordinator for Cognos paper presentation event of Sudhee-2019.

Designed and developed an interactive and responsive website for Sudhee-2019 and Shruthi-2020.

Part of the Debugging Team of **Django Workshop**, conducted by CBIT Open Source Community.

Internal Hackathon Finalist for Smart India Hackathon 2020, conducted by Government of India(MHRD).

Presented Poster at Cyber Security Poster Competition evaluated by Data Security Council of India(DSCI).

Active member of Facebook Developer Circle: Hyderabad.

Completed a rudimentary **Japanese Language** course offered by Saint Petersburg State University.