DINESH VUJURU
B.Tech, Computer Science and Engineering
Anil Neerukonda Institute of Technology and Sciences
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Education

- **B.Tech, CSE** 2013-2017
  Anil Neerukonda Institute of Technology and Sciences, Vizag *C*GPA - 7.54/10
- **Senior Secondary – BIEAP** 2013
  Narayana Junior College, Vizag 93.8%
- **Class 10 – SSC** 2011
  V.T High School, Vizag *85%*

Work Experience

Member of Technical Staff – Zoho Corporation Dec 2017-Jul 2019

Desktop Central Team

- Created new Patch Checks & correction of logics in the Patch module code.
- Owned and developed background scripts for detection and compatibility checks to update the Mac machines to MacOS Mojave through Patch Manger Plus product.
- Devised an Inter Process Communication in which, a Notification handler will be triggered when a Force Reboot patch is being installed.
- Introduced Poco C++ libraries and created required utilities for Patch Manager Plus cloud setup in mac.
- Developed a token exchange service which fetches the auth-token from the server which is used to send the mac-agent installation status to the server, download required files from the server.
- Designed and implemented direct download of patches from the vendor without downloading from the server for roaming users.

Software Development Engineer Intern – Amazon.com Jan 2017-Jul 2017

CS Tech INCPU Team

- One of the core developers to work on the Order and Refund Tracking on Missed Call Service in which customer receives an SMS about the latest three Order/Refund status when given missed call to 1800 30001001.
- Developed Freemarker templates and Callflows which will get the data of the customer orders/refunds by an API call to send the SMS.

Technical Skills

- **Languages** **:** C, C++, Python, Java, Objective-C, Freemarker, HTML5, CSS3, Javascript, Basics of Perl
- **Technologies** **:** Django, Machine Learning & AI, Git, MongoDB

Other Projects

Real Time Sudoku Solver: June, 2020

- Designed and developed a Sudoku Solver, in which the program uses a camera to search for a 9x9 sudoku puzzle in the frame, extract it, solve it and overlay the solution on to the puzzle in real-time.
- This was implemented in Python, Used Convoluted Neural Networks to recognize the digits on the sudoku and OpenCV to detect and process the puzzle frame by frame.

FlappyBirdAI: April, 2020

- Designed and developed a Flappy Bird game based on genetic algorithm called Neuroevolution of augmenting topologies (NEAT).
- This was implemented in Python using PyGame and Python-neat modules.

Mini Stack Overflow: May, 2016

- Simulated the concept of Stack overflow, in which we have to apply CRUD operations on Questions, Replies, Categories in an 8MB binary file using file system concepts.
- This was implemented using concepts of C, C++.

Student Attendance Management System: July, 2016

- Created a web-based application "Student Attendance Management System" an efficient system, both teacher and student friendly application in which teacher can post the attendance and student can view their attendance.
- This is a Django based web application hosted on Heroku.

Achievements and Co-Curricular Activities

- One of the top 6 members selected from University for prestigious Mission R&D program.
- Won 1st prize in paper presentation on 'D.N.A – The Future of computing' in Cursors2016.
- Won 1st prize in Computer Society of India Coding Contest conducted by CSI student chapter.
- Class representative for all 4years in B.Tech.
- Active member of CSI student chapter of ANITS.
- Presented papers on Rainbow Technology, Basics of Digital image file formats and Virtual Reality Modeling Language.