

YARRA VIVEK

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📍 Guntur

🌐 portfolio

🌐 linkedin

🐙 github

PROFESSIONAL SUMMARY

Third-year B.Tech CSE student specializing in full-stack development and AI systems, building scalable production-grade applications. Strong focus on system design, optimization, and real-world problem solving.

EDUCATION

Vignan's Lara Institute of Technology & Science

Andhra Pradesh, India

Bachelor of Technology – Computer Science & Engineering; CGPA: 7.60 (Up to 5th Sem)

2023 – 2027

SKILLS SUMMARY

Languages: Python, Java, JavaScript, TypeScript, C, C++

Frontend/Mobile: React, Redux, Next.js, React Native, HTML, CSS, Bootstrap

Backend/DevOps: Node.js, Express.js, FastAPI, REST APIs, MongoDB, PostgreSQL, MySQL, AWS, Azure, Docker, Firebase

AI & LLMs: LangChain, RAG, FAISS, Chroma

Other Tools: Unity Engine, Pygame, Git/GitHub, System Design, DSA Basics

ACHIEVEMENTS

- Secured **Rank 16** in Codeforces Round 1081 (Div. 2) among **13,600+** participants.
- Solved **500+** **LeetCode Problems**.

2026
2025

EXPERIENCE

JPMorgan Chase [Certificate]

Remote (Forage Virtual)

Software Engineering Virtual Experience

2026

- Built a Spring Boot microservice integrating Kafka for high-volume transactional message processing.
- Implemented REST APIs and data persistence with JPA; ensured reliability through comprehensive testing.

AWS APAC Solutions Architecture [Certificate]

Remote (Forage Virtual)

Cloud Architecture Virtual Experience

2026

- Designed a scalable AWS hosting architecture to address performance bottlenecks and rapid user growth.
- Evaluated cost, scalability, and reliability trade-offs across multiple architecture patterns.

Tata iQ Data Analytics [Certificate]

Remote (Forage Virtual)

Data Analytics Virtual Experience

2026

- Conducted GenAI-assisted EDA to identify financial risk indicators for customer delinquency assessment.
- Designed a no-code predictive framework with an AI-driven collections strategy.

PROJECTS

Cortex64 Chess Engine | *Python, PyTorch, NumPy, Pygame* | 🐙 GitHub

- Engineered an AI-powered chess engine using a CNN-based neural network for position evaluation with Negamax search and Alpha-Beta pruning to select the best move under strict time constraints.
- Designed and implemented a custom desktop GUI using Pygame, featuring interactive hints, undo functionality, detailed move analysis, and session scoring.

VoidVault – Production Serverless Social Platform | *React 19, TypeScript, Cloudflare Workers, Supabase* | 🌐 Live

- Production serverless social platform with cursor-paginated feeds, real-time chat, and custom cookie-based authentication; scaled to **500+** registered users and **2,000+** published posts.

AI Interview Platform | *Next.js, Node.js, MongoDB, WebRTC*

- Real-time voice-based mock interview system with WebRTC and adaptive difficulty algorithm. Integrated STT transcripts and NLP-driven evaluations for structured scoring and confidence analytics.

Movie Booking Web Application | *React, Node.js, Express, MongoDB* | 🌐 Live | 🐙 GitHub

- Full-stack MERN application with secure authentication, dynamic showtimes, and interactive seat mapping. Architected scalable RESTful APIs and optimized MongoDB schemas for production-ready performance.

CERTIFICATES

- Intro to GenAI & Agents – Microsoft
- Programming in Java – NPTEL
- Python – FreeCodeCamp
- Generative AI for All – Infosys
- Intro to Cybersecurity – CISCO
- Cloud Computing – Microsoft
- Basics of Python – Infosys