Sushmitha Manne

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CAREER OBJECTIVE

Seeking a challenging and rewarding opportunity with an organization of reputewhich recognizes and utilizes my true potential while nurturing my analytical and technical skills.

EDUCATION

• B. Tech in Computer Science with (74%) from CRR College Of Engineering, Affiliated to Andhra University Eluru in 2018.

SKILLS

- Energetic and result oriented professional with total of 4+ years of experience with good knowledge on mobile application development on iPhone and iPad using Swift and Flutter.
- Experienced in software development life cycle Requirement Analysis, Design, Development, Testing,
 Deployment and Production Support.
- Technically skilled in iOS, JSON, Core Data and other iOS Concepts. Developed application for iOS & iPhone Apps and a system for Implementation of Dynamic Routing Protocols as part of academic projects undertaken.
- Possess comprehensive knowledge and sound understanding of Computers, Computer Networking.
 Enriched with the ability to learn new concepts and technology within a short span of time.
- Self-motivated and goal oriented with a high degree of flexibility, creativity, resourcefulness, and commitment. Outstanding written and verbal communication skills, exceptional presentation skills with the ability to perform above expectations.
- Interested of working on different technologies and learning new technologies and very much updated to new mobile technologies.
- Technically skilled in developing Mobile Apps in Flutter
- Technically skilled in developing Mobile Apps in Kotlin
- Technically skilled in Android, Design, unit test cases, SonarQube issues, Crash issues in New Relic, fixed crashes and bugs which made the apps work better and more reliable and also made easy for developers.
- Technically skilled in App Quality Fixes which include Crash Fixes, Fixed Unit tests in classes which are failed.
- Technically skilled in working the issues which are there in JIRA board, and worked on GAP cash and Super cash.
- We have four brands and will work on those four brands on development changes, the four brands are GAP, OLD NAVY, BANANA REPUBLIC, ATHLETA.

PROFESSIONAL EXPERIENCE

- Worked as Associative Engineer from Ingrain Systems PVT LTD Hyderabad June 2018 to April 2021.
- Worked as Software Engineer from GAP IT Services India PVT LTD Hyderabad from May 2021 to Jan 2023.

STRENGTHS

- Passion towards achieving success
- Zeal to learn new things.
- Effective planning and organizational skills.
- Cooperate while working in a team.

HOBBIES

Listening Music, Browsing on newInteresting Stories.

SOFTWARE PROFICIENCY

Platforms Windows XP, Mac OS. Languages C, Swift, C++, Flutter

IDE Xcode, Android Studio, Visual Studio

PROJECT DETAILS

PROJECT 1

Title: Lawn Watering Advisor

DESCRIPTION:

"Lawn Watering Advisor" is a Flutter Application which we can run in both Android and IOS, which evaluates the users garden through the photo taken by the user and will give the results accordingly, like the amount of time to water the garden and which part of the garden to focus on.

Technology: Flutter in Visual Studio

RESPONSIBILITIES:

- Design and Development.
- Followed the MVC Architecture.
- Uni tested the code.

PROJECT 2

Title: Key Management

DESCRIPTION:

"Key Management" is a Flutter Application which we can run in both Android and IOS, is used for Admins to manage, assign and tracking the office devices and get the status of assigned phones (Android and iPhone), Android,

Desk Keys. By using this app Admin can easily track the employees who are using office devices. Admin can search data by Emp Id, name or device name.

Technology: Flutter in Visual Studio

RESPONSIBILITIES:

- Design and Development.
- Followed the MVC Architecture.
- Uni tested the code.

PROJECT 3

Title: My Space

DESCRIPTION:

"My Space" is an application to develop the login and logout details of the employees, Employee can login to my space app and they can scan the QR code displayed at the entry and exit of the office Premises. When employee scan the QR code, application can capture the time of scan and employee GPSlocation and it will update the in time and out time of employee and the same will be reflected in the timesheet. The captured log in and logout time will be stored in Myspace timesheets database. It can be viewed on myspace UI as well as can be downloaded to excel via.

Technology: Flutter in Visual Studio

RESPONSIBILITIES:

- Design and Development.
- Followed the MVC Architecture.
- Uni tested the code.

PROJECT 4

Title: BrongaNative Android

DESCRIPTION:

"BrongaNative Android" is an application which is having four clients and will work on those four brands on development changes, the four brands are GAP, OLD NAVY, BANANA REPUBLIC, ATHLETA. We worked in Android, Design, unit test cases, SonarQube issues, Crash issues in New Relic, fixed crashes and bugs which made the apps work better and more reliable and also made easy for developers, technically skilled in App Quality Fixes which include Crash Fixes, Fixed Unit tests in classes which are failed and technically skilled in working the issues which are there in JIRA board, and worked on GAP cash and Super cash.

Technology: Kotlin in Android Studio

RESPONSIBILITIES:

- Design and Development.
- Followed by MVVM Architecture.
- Uni tested the code.

PERSONAL INFORMATION

Fathers Name Vara Prasad Manne

Date of Birth 19th Aug 1997

Gender Female

Nationality Indian

Language Known English, Telugu

DECLARATION

I hereby declare that all	the above information is tru	ie to the best of my	knowledge and belief.

(Sushmitha M)