

Sravan MERUVA

PERSONAL DATA

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 MY WEB APPLICATIONS: <http://mason.gmu.edu/~smeruva/webapps.html>

WORK EXPERIENCE

- Summer 2016* | Software Developer Intern at MYEDMASTER LLC., Herndon, VA.
 Developed the backend for a web-based collaborative learning environment. Developed an algorithm that dynamically allows student to upload and share the content on the web based platform. Reduced the time to render the user's list by 50 percent implementing prediction algorithm. Implemented search engine module for the educational content on the web based platform.
- FEB 2015-APR 2016 | GEORGE MASON UNIVERSITY, VA.
 Graduate Research Assistant
 Title: Intelligence Measure of Cognitive Radio Networks, Implemented algorithms for NS3 simulations in c++.
 Title: Distributed peer-to-peer network architecture for content delivery and exchange over limited capacity networks, Automation of simulations in Python.
 Graduate Teaching Assistant
 Courses: Web development using content management system, Database administration, Rapid development of scalable applications.
- JUL 2013 - DEC 2014 | Automation and Manual Testing Engineer at BROADCOM, Bangalore.
 Automation of web based data storage applications testing using Selenium tools. Expertise in understanding and analyzing test requirements and design, tracking changes and maintenance of test requirements. Android wifi supplicant testing and automation.

EDUCATION

- DEC 2016 | Master of Science in SOFTWARE ENGINEERING, **George Mason University**
 Analysis of Algorithms, Distributed Software Engineering, Software Testing, Software Architectural Design, Component Based Software Development, Software engineering for worldwide web.
 GPA: 3.63/4
- APR 2013 | Bachelor of Technology in COMPUTER SCIENCE, **JNT University, India**
 Advanced data Structures, Computer Networks, Operating Systems, Database Management, Formal Languages and Autometa Theory.
 GPA: 3.79/4

ACADEMIC PROJECTS

Implemented "Othello" game in Java programming language, with application of minimax and alpha beta pruning search algorithms to yield least run time for n level ply depths.
 Developed file sharing system using a simple command line interface using Java Sockets.

LANGUAGES AND TOOLS

C(expert); C++(Proficient); Java(expert); Javascript(expert); AngularJS(proficient); Firebase(expert); SQL(Proficient); Selenium; JIRA; AWS; Linux, Unix, Windows.