

MUKESH GUNTUMADUGU

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Summary

Full-Stack Developer with 2.1 years of professional experience developing and maintaining enterprise applications across two projects. Delivered production hotfixes, resolved defects across multiple modules, and contributed to unit testing, test scenarios, test case creation, and overall code quality. Owned four major modules end-to-end, from technical design and development through testing and production support. Currently pursuing my Master's degree in Computer Science, with additional experience as a Java Teaching Assistant and Graduate Assistant.

SKILLS

Languages: Java, Python, JavaScript, Bash, SQL, PL/SQL, Perl, HTML, CSS

Frame works: Spring Boot, Spring MVC, J2EE/JEE, Hibernate, JDBC, Servlets, JSP, React.js, REST APIs

Architecture & Design: MVC, Layered Architecture, Client-Server Architecture, Microservices, Modular Architecture, Modular Design, RESTful Architecture, Enterprise Application Architecture, Batch Processing

Databases: Oracle, MySQL, PostgreSQL, MongoDB, Vector Databases

Certification: , Advanced Java 8(Udemy), Build Responsive Real-World Websites with HTML and CSS(Udemy), Bash Scripting and Shell Programming(Udemy), Google It Automation With java(Coursera),etc

WORK EXPERIENCE

Full Stack Developer, Prodapt

Dec 2022 - Dec2024

- **Developed** SUDS (Margin), Customer Creation, Taxation, and Interface monitoring code for Verizon PBW(Prime Billing Wholesale)/PBEE (Prime Billing Enterprise Edition)/ PB(Prime Billing) using Python, Java 17, J2EE, Spring Boot, Perl, XML, SQL & PL/SQL based on functional requirements with Unit Testing.
- **Played** a key role in usage/non-usage rating modules in PBW by implementing bug fixes based on functionality changes and performance tuning in PL/SQL scripts in the E2E phase. Implemented the entire code for the Margin module, which helps to know the profit, area spike, and trend analysis on a big scale.
- **Managed** to automate the process in SUDS and successfully processed 716 million rows of data daily without a go-live blockage. Improved load performance by 28%.Made code changes for non-usage customer plans, gathered information from servers, and made proper tax changes for the customers. Knowledge was transferred to 3 freshers.
- **Conducted** code inspection in Prime Biller Extended Edition (PBEE)Verizon projects to ensure bug-free code in development environments, synchronized with other environments. Helped to gather information and tackle blockers for the Interface Monitoring module, which detects any issues in the entire project, and an automated email notification script.
- **Contributed** to the Development, Architectural design, Technical Design Document, System Testing (ST), sanity testing, System Integration Testing(SIT), and E2E in Suspense file handling, T1 min & Netcap testing while having bandwidth in the project.

Java Teaching Assistant | Ohio University

Jan 2025– May 2025

- Mentored students through the full SDLC for Java web/UI applications, providing architectural guidance on JavaFX, Thymeleaf, and JSP/JSF.
- Conducted code reviews and troubleshooting sessions to optimize algorithm performance, fix logic bugs, and enforce clean OOP standards.

- Automated & Maintained enterprise IT infrastructure, executing weekly software upgrades and routine administrative workflows using Java, Python, PowerShell, and Bash.
- Tested & validated applications through rigorous sanity and system testing, ensuring smooth batch deployments and optimal system conditions.
- Troubleshoot complex hardware/software issues and architected innovative technical approaches to reduce operational costs and streamline device lifecycles.

EDUCATION

Ohio University

Master's in Computer Science

Jan 2025 - Dec 2026

CGPA – 3.7/4

KMM Institute of Technology

Bachelor of Technology in Computer Science & Engineering

Dec 2018 - June 2022

CGPA – 7.6/10

Relevant Coursework: Introduction To Big Data, Software Architecture, Software Project Management, Web & Internet Technology, Software Testing, Object Oriented Programming Using Java, Cyber Security, Mobile Application Development, Data Structures.

PROJECT'S

Studyken Portal: Engineered a 7-stage automated pipeline to verify study content into web pages, scaling via parallel processing to handle 56,000 pages daily & 4,000+ Daily users.

Topics: Python, vLLM, RAG, FastAPI, React, Node.js, HTML/CSS/JS, Multithreading

Universal Commerce Protocol (UCP) Integration: Converted standard e-commerce websites into UCP-compliant platforms, enabling autonomous AI agents to directly access real-time pricing and execute seamless transactions.

Topics: Python, RESTful APIs, ChatGPT/Gemini APIs, Node.js, Express, JSON

Dance Dance Prompting (IEEE CoG): Deployed an ML pipeline using audio tokenization and onset detection on 10,000+ songs to algorithmically generate highly playable rhythm game charts.

Topics: Python, PyTorch, TensorFlow, HDBSCAN, vLLM, Librosa, Scikit-learn

LLM Game Mesh: Designed a generative AI pipeline producing high-fidelity, customizable 3D game meshes from text prompts to serve as a dynamic asset repository for indie developers.

Topics: Python, NVIDIA DGX Spark, PyTorch, CUDA, 3D Rendering APIs, Blender, Three.js

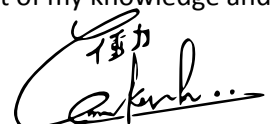
Publications

DANCE DANCE PROMPTING: GENERATING STEPFILES WITH LARGE LANGUAGE MODELS

- 2026 IEEE Conference of Game AI (Mukesh Guntumadugu and Chad Mourning)

DECLARATION

I hereby declare that the information provided above is true to the best of my knowledge and belief.



Signature: (G.MUKESH)