

# SRIRAM M V

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## Education

### Canara Engineering College

Bachelor of Engineering in Computer Science, CGPA: 7.98

January 2020 – September 2024

Mangalore, Karnataka

### Sri Venkataramana PU College

12th Standard PCMC, Percentage: 86.16%

June 2018 – March 2019

Kundapur, Karnataka

### Sri Venkataramana English Medium School

10th Standard, Percentage: 90.40 %

June 2017 – March 2018

Kundapur, Karnataka

## Experience

### Sclera VDMS Pvt Ltd.

Associate Backend Developer

April 2024 – Present

Mangalore, Karnataka

- Built and enhanced backend features using Java, Spring Boot, and MySQL for asset management, reporting, and tagging workflows.
- Migrated PDF generation from iTextPDF to Apache PDFBox and optimized Excel exports for better data accuracy and usability.
- Conducted research on agent-based asset discovery, query optimization, and contributed to API security testing and documentation.

### Sclera VDMS Pvt Ltd.

Software Developer Intern

February 2024 – April 2024

Mangalore, Karnataka

- Gained practical experience in backend development by learning core software development concepts including Java, SQL, JDBC, OOPs, Data Structures, Spring Boot, and RESTful APIs.
- Built a To-Do and Shopping Cart web application using Java, Spring Boot, and MySQL as part of internship assignments, which led to a full-time opportunity based on performance.

### QSpiders Campus Connect Program

Student Intern

August 2023 – September 2023

Mangalore, Karnataka

- Completed the QSpiders Campus Connect program, gaining foundational skills in Java, C, C++, SQL, and Data Structures through hands-on training and assessments.

## Projects

**Personal Website:** [https://srirammv04.github.io/Portfolio\\_Website](https://srirammv04.github.io/Portfolio_Website) (for more details on my projects and certifications)

### Todo Web Application | React, JavaScript, Node.js

May 2025

- Developed a responsive To-Do web application using React, Vite, and Node.js, leveraging browser local storage for data persistence.
- Implemented CRUD functionality with a clean UI supporting Dark/Light mode and optimized for various screen sizes.

### AR World | Flutter, Dart, Android Studio

January 2024

- A cross-platform mobile app developed using Flutter and Google's AR services to deliver immersive AR experiences of planets, animals, dinosaurs, and more.
- Integrated the "model viewer plus" plugin to render the ".glb" models using Google's AR services.

### Cornflix | Flutter, Dart, Android Studio

September 2023

- Designed a cross-platform Movies App using Flutter to help users explore details of movies, TV shows, and anime, including latest releases, ratings, and top rated contents.
- Integrated the TMDB API to fetch real-time content details and popularity data.

## Technical Skills

**Languages:** Java, JavaScript, HTML/CSS, Dart, SQL

**Framework & Libraries:** Spring Boot, Maven, React, React Native, Flutter, Node.js

**Developer Tools:** IntelliJ IDEA, VS Code, Android Studio, Postman, Docker, PhpMyAdmin

**Operating Systems & Command Line:** Windows, Linux (Basic Unix Commands)