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SKILLS

- Critical Reasoning
- Data science & Machine Learning
- Full Stack Web Development
- Data Structures and Algorithms
- Problem-Solving
- Communication Skills
- Management Skills

EDUCATION

BACHELOR OF TECHNOLOGY 2023 - 2027

Vellore Institute of Technology, Chennai Computer Science Engineering CGPA: 9.57

BACHELOR OF SCIENCE

2024 - 2027

Indian Institute of Technology, Madras Data Science and Applications

CGPA: 9.00

SECONDARY SCHOOL

2019 - 202

St John's English School Besant Nagar 90.2% (10th) & 96% (12th - PCM + CS)

TECH STACK

LANGUAGES

Python, C, C++, HTML, CSS, Java, JavaScript, R, Matlab, Assembly

TECHNOLOGIES & FRAMEWORKS

MongoDB, ExpressJS, NodeJS, React, Axios, Bcrypt, Postman, Tensorflow, OpenCV, Sklearn, Socket.io, LibGDX, Figma, Linux

LANGUAGES

- Enalish
- German
- Tami
- Hindi

TARUN SRIKUMAR

B.TECH CSE - SOPHOMORE

Driven by a passion for puzzles, mathematics, and innovation, I specialize in engineering solutions that combine logical precision, creative thinking, and cutting-edge technology to deliver impactful results. I focus on shaping meaningful outcomes and continuously advancing what comes next.

EXPERIENCE

DATASCIENCE CO-LEAD

IEEERAS Student Chapter VITC

DEC 2024 - PRESENT

- Oversight and management of a department of 50 members
- Managing contributions and projects of department members
- Master of Ceremonies at Mission: Data Impossible Event organized by club - a cryptic treasure hunt and machine learning competition

HACKATHONS

- SIH'24 Top 25 in intra college level
- IITM Paradox'24 2 events won

PROJECTS

FINANCE TRACKING & BUDGET MANAGEMENT APPLICATION Sep 2024 - Mar 2025

- Engineered a Full-Stack Financial Solution Developed a responsive, desktop-first finance tracker using MERN stack integrating custom animations and a dynamic budgeting dashboard.
- Optimized Budgeting & Analytics Implemented real-time expense tracking, category-wise budgeting, and interactive data visualizations to enhance financial insights.
- Secure & Scalable Architecture Designed robust authentication, transaction history management, and efficient data handling, ensuring performance and scalability.

ONLINE MULTIPLAYER GAME APPLICATION Jan 2025 - Mar 2025

- Engineered a Real-Time Multiplayer System Developed a 2D online shooter game using socket programming in java, enabling low-latency player interactions and real-time synchronization using the LibGDX library
- Successfully Configured Port Forwarding Established direct server hosting by implementing manual port forwarding, ensuring seamless client-server connectivity over the internet
- **Optimized Network Performance** Designed efficient packet handling, lag compensation, and smooth state updates, enhancing game responsiveness and stability.