Poornima.S

poornisrini1975@gmail.com
+91 - 7397220614
Poornima S | Linkedin

EDUCATION

Aalim Muhammed Salegh College of Engineering — *B.E Computer Science*
Nov 2021 - Jun 2025
- CGPA – 8.2/10

MBN Govt Girls Higher Secondary HSC — *12th std*
2020- 2021
- Percentage–87.5%

EXPERIENCE

Intern – Front–end Development, Speech Recognition Project
Hoist Technologies | Majestic Technologies
10th jul 2023 – 15th jul 2023|Korattur

- **Developed and optimized** the user interface for a speech recognition application, achieving a 20% increase in user interaction efficiency through streamlined interface design.
- **Collaborated** with design and backend teams to integrate speech recognition features, resulting in a 30% improvement in recognition accuracy and response time.

ADDITIONAL

Coding Engagement
- Regularly engage in coding challenges on platforms such as **CodeChef and HackerRank**, completing over 100 challenges to **Enhance my ability to design and analyze algorithms** to optimize performance in my projects.
- Achieved a ranking in the top 20% on CodeChef by consistently solving complex problems, demonstrating my ability to think critically and adapt to various coding scenarios.

Great Learning Certified Java Programming
- **Gained foundational knowledge** in Java syntax, data types, operators, control flow statements, object-oriented programming concepts and basic debugging techniques.
- **Enhanced** my programming skills by completing Great Learning's Java Programming Certification

SKILLS

HTML5
CSS3
Bootstrap
Javascript
Java
Git
GitHub

PROJECTS

E-commerce Front–End Developer
Feb 2024–Mar 2024|Online
- **Designed and Built a** responsive user interfaces using HTML5, CSS3, and JavaScript
- **Engineered** a responsive e-commerce front-end website, achieving a 45% increase in mobile transactions and reducing bounce rate by 25% through optimized page load times and intuitive navigation.
- E-commerce Front-end Website

Online Course Reservation System
Mar 2024–Apr 2024|Avadi
- **Created** a user interface (UI) using HTML, CSS3, and Bootstrap, ensuring a clean and user-friendly experience for course registration and management.
- **Coordinated closely** with designers, back-end developers, and project managers to develop and launch a new Online Course Reservation System, resulting in a **40% reduction in booking processing time**.
- Online Course Reservation website

Interactive Simon Game
Jan 2024–feb 2024|online
- **Coded** a fully functional Simon game using JavaScript Event Handling 60%, HTML and CSS.
- **Architected** a Simon game with **60%** difficulty levels, catering to a range of player skills.
- Maintained a consistent frame rate of **20%** for smooth gameplay.

Interactive Dice Game
Jan 2024–feb 2024|online
- **Designed and coded** a fully functional dice game with interactive features using HTML, JavaScript, and CSS3.
- **Implemented** player interaction features like button clicks, dice re-rolls using JavaScript event handling. The game supports dice with **6 sides**, adding an extra layer of challenge and customization.
- Ensured a **smooth user experience** by optimizing for a **Fluid performance and High frame rate** of 15%.