

# ANANTH KRISHNASWAMY

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## EXPERIENCE

### HackerSpace PESU

Core Team Member/ Mentor(Webdev, Linux)

PES University

2023 - Present

- Handling event and conducting hackathons.
- Mentoring students.

## EDUCATION

### National Public School, Rajajinagar

High School Diploma, PCMC

Bengaluru, India

2008 - 2022

### PES University

BTech Computer Science Engineering

Bengaluru, India

2022 - 2026

## SKILLS

Python:	Scripting, AI/ML, Gamedev, OpenCV, PyQt5.
HTML/CSS:	Proficient in making website with HTML. and CSS3
JavaScript:	Ablity to script websites.
C:	Comfortable to with C code.
Linux:	Comfortable with using linux systems for adminstration and setting up servers.
Bash/ Powershell:	Ability to write small shell scripts to automate tasks.
MySQL:	Ability to retrieve from and update databses. and manage them.

## PROJECTS [CHECK OUT MORE ON [HTTPS://GITHUB.COM/ANANTH-SWAMY](https://github.com/ANANTH-SWAMY)]

### Raycaster Python, Pygame

<https://github.com/ANANTH-SWAMY/raycaster>

A proof of concept raycaster like the one used in the game wolfenstein 3d.

### Gesture detection Python, OpenCV, Mediapipe

<https://github.com/ANANTH-SWAMY/NUMBER-DETECTION-WITH-MEDIAPIPE>

A program with counts the number of fingers opened using your camera.

### Custom Startpage HTML, CSS, JavaScript

<https://github.com/ANANTH-SWAMY/custom-startpage-for-browser>

A webpage which can be used as the startpage in a browser

### Library Management System Python , PyQt5, MySQL

<https://github.com/ANANTH-SWAMY/library-management-system>

A full fledged system to maintain and manage a library which includes issuing and maintaining a record of books.