ANANTH KRISHNASWAMY

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EXPERIENCE

HackerSpace PESU   PES University
Core Team Member/ Mentor(Webdev, Linux)   2023 - Present

- Handling event and conducting hackathons.
- Mentoring students.

EDUCATION

National Public School, Rajajinagar   Bengaluru, India
High School Diploma, PCMC   2008 - 2022

PES University   Bengaluru, India
BTech Computer Science Engineering   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 code with C
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]

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.