

ATHUL MURALI T

Palakkad, Kerala

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EDUCATION

B.Tech in Computer Science & Engineering – CGPA: 9.41/10

2021 – 2025

Jyothi Engineering College (JEC), Dr. A.P.J. Abdul Kalam University

Thrissur, Kerala

TECHNICAL SKILLS

Languages: JavaScript, Java, Python, C#, C

Frameworks & Libraries: React, Spring Boot, Unity

Databases: MySQL, PostgreSQL, MongoDB

Tools & Platforms: Git, AWS, Docker, WebGL, Vite, Node.js

ETL & Design Tools: Talend Open Studio, Figma

EXPERIENCE

Cognizant

Dec 2024 – Mar 2025

Program Analyst Intern

Kerala, India

- Developed **ETL (Extract, Transform, Load) pipelines** using **Talend Open Studio (Java)** to integrate and manage hospital data.
- Achieved **99.5% data accuracy** in patient reports by implementing data validation rules in Talend.
- Enhanced data reporting efficiency by **40%** through optimized ETL workflows.

PROJECTS

Archisans: On-Demand Service Platform (Freelance Project) | [Live](#) | (React, Figma) **2025 Year**

- Designed UI/UX in **Figma** and developed a fully responsive front-end using **React, JavaScript**.
- Led a team of 6 developers to deliver project 2 week ahead of schedule.
- Collected and analyzed client requirements to align development with business goals.

Hospital Management System (Cognizant Internship) | [GitHub](#) | (Talend, MySQL, Java) **2025 Year**

- Developed **ETL pipelines** for hospital data integration using **Talend Open Studio, Java**.
- Designed and optimized data warehouse models for seamless reporting and analytics.
- Developed **MySQL** schemas and queries for efficient hospital data management.

GenAI 3D Product Visualizer (1st Place Yukthi 2025) | [GitHub](#) | (React, Spring Boot) **2025 Year**

- Implemented the VTON-HD model for realistic virtual try-on and clothing visualization.
- Developed interactive 3D product customization using **React**, enabling real-time apparel modifications.
- Integrated Stable Diffusion by **Spring Boot** for AI-powered custom outfit generation based on user prompts.

NEXUS-EVENT (NASA Hackathon24) | [Live](#) | [GitHub](#) | (Unity, C#, WebGL) **2024 Year**

- Developed solar system simulation game using **Unity (C#)** and deployed as a **WebGL build**.
- Implemented realistic gravitational physics, enabling dynamic rocket and planetary interactions.

CERTIFICATIONS

- Cognizant Internship – Artificial Intelligence & Analytics (ETL, Talend, Data Warehousing)
- MOOC Course Certificate for Problem Solving through Programming in C
- Full-Stack (MERN) Internship – ICT Academy of Kerala

ACHIEVEMENTS

- 1st Place at Yukthi 2025 – Departmental Project Excellence Award (CSE).
- Conducted Cisco Packet Tracer network lab classes on YouTube.
- Conducted Game Development classes at GVHSS Pathiripala.