



# ADITHYA SAKTHIMANI

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## EDUCATION

### RV College Of Engineering Bengaluru

09/2023 - Present

8.85

#### Courses

- Electronics And Telecommunication

### St Anns Public School Kochi

06/2021 - 06/2023

CLASS XII (CBSE) , PCM (% : 91.8)

## WORK EXPERIENCE

### Mathematics Subject Matter Expert Quizzy

06/2024 - 07/2024

#### Achievements/Tasks

- Solving Math Problems From EduTech Sites

### Embedded Systems Engineer Intern Dyu Labs

08/2024 - Present

#### Achievements/Tasks

- Collaborated with software, firmware and hardware engineers to develop complete embedded solutions.
- Designed and organized technical files, spreadsheets, and reports for embedded projects.
- Played an active role in workshops and presentations focused on IoT solutions, particularly in building and implementing a water level measurement system, to enhance knowledge and hands-on experience.

## ACHIEVEMENTS

Won 2nd Place By Representing RVCE at VTU Interzonals Chess tournament at BMSCE

Won 2nd Place By Representing RVCE at VTU Zonals Chess tournament at BMSCE

Won 2nd Place at the MindTrick Chess Competition at BMS COLLEGE OF COMMERCE AND MANAGEMENT

## SKILLS

Programming Languages C, C++, Embedded C  
Python JavaScript

Frontend Development : HTML, CSS React

Backend Development: Node.js, Express Flask

Embedded Systems & IoT: Embedded C for IoT  
applications

Softwares : SolidWorks , Adobe Premiere Pro , Vs  
Code

## PERSONAL PROJECTS

### Skin Disease Detection AI :

- Developed a website to detect skin diseases based on text-based input. Currently, the text-based AI is functional, and we are actively working on implementing image recognition capabilities and a structured chat history section for individual users.
- Frontend: React.js, HTML, CSS Version Control: GitHub Project Link: <https://github.com/AdithyaSakthimani/SkinDiseaseAI>
- Backend: Python, Node.js, Flask API, Express API
- Database: MongoDB
- <https://github.com/AdithyaSakthimani/SkinDiseaseAI>

### Sudoku Website :

- Developed a Sudoku game website featuring difficulty levels (easy, medium, hard) with options for random hints, targeted hints, and solving the current puzzle. The game-solving logic is implemented using recursive backtracking. This is an ongoing project, with plans to add more board variations and connect to a database in the future.
- Frontend: React.js, HTML, CSS
- Backend: Python (logic), Flask API
- [https://github.com/AdithyaSakthimani/My\\_Sudoku\\_Website/tree/main](https://github.com/AdithyaSakthimani/My_Sudoku_Website/tree/main)

### Design Of Nanomaterial For Supercapacitor

- Synthesized LDH nanomaterial from Cobalt Nitrate, Nickel Nitrate, urea, in the ratio 1:1:4 using hydrothermal synthesis of nanomaterials, , focusing on achieving optimal electrochemical properties for energy storage. Aiming to publish a research paper on this work soon.

### Automatic Irrigation System

- Made a device using moisture sensor to measure and plot the moisture content in soil and pour water if moisture content is less