

# AGNEL SELVAN

To succeed in an environment of growth and excellence and earn a job which provides me job satisfaction and self-development and helps me achieve personal as well as organisational goals.

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## EDUCATION

### Xavier Institute of Engineering, Mumbai

2017 - PRESENT

Computer Engineering 7.12

### SIES, Mumbai

2015 - 2017

Science (HSC from MSBSHSE board) 60%

### Our lady of good counsel high school, Mumbai

2015

SSC from MSBSHSE board 80.8%

## WORK HISTORY

### SJAIN VENTURES (Mobile Application Dev) OCT-2020 to DEC-2020

- Developed an android and IOS application using **Flutter** .
- Designed and implemented scalable applications.

## PROJECTS

### Music LAB (02/2021)

A music Player Mobile Application. ([Launched this app on amazon app store](#))

Technology: **Flutter**.

### Annai Store(Mobile App), (05/2020 - 06/2020)

This manages the product in stock, tax report and all with clean UI and with exciting features on it. ([Project link](#)) .

Technology: **Flutter and Firebase**.

### News Up (Mobile App), (04/2020 - 05/2020)

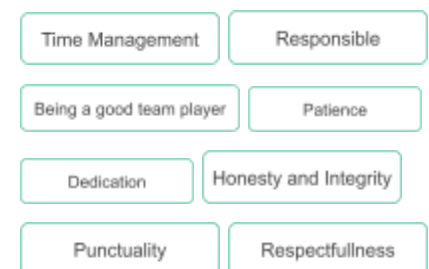
This application is basically used for viewing news with quick updates and news can be searched with different categories. ([Launched this app on amazon app store](#))

. Technology: **Flutter and news API**.

## SKILLS



## STRENGTH



## INTERESTS



### **Personal Face and Emotion Recognition, (academic project)**

The model will recognize each face and identify their name based on the input given to the trained model. CNN is used for training the dataset.

Technology: Python and Tkinter for UI.

### **Computer-Store, (08/2019 - 09/2019) -academic project**

This project is basically an online E-Commerce website where users can buy the product through online payment.

Technology: HTML, CSS ,PHP and PayTM for online payment Gateway.

## **AWARDS**

### **Awarded as the 1st in ApScript Hackathon (02/2021).**

This event was organised by **IEEE** based on the problem statement given me and my team developed a Flexible **Mobile Application** using **FLUTTER** which solved the problem given by the organisation.

### **Awarded as the 2nd runner up for the Line Follower Bot (02/2019).**

This event is conducted at **St.John College of Engineering and Management**. Arduino programming language and Arduino UNO is used for developing this project.

### **Participated in 36 hours AIDL Hackathon conducted by UNFYND Company (03/2020).**

Developed an android application for detecting receipt and converting image to text from the given receipt.

Technology is **FLUTTER** and **PYTHON**.