AJAIRAJ V

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Education

Amrita vishwa vidhyapeetham, India

Computer Science and Engineering | CGPA: 8/10

SRV Boys Higher Secondary School, India

TNSB (Class XII), Percentage:82.6

Jayarani Matric Higher Secondary School, India

TNSB (Class X), Percentage:89.6

Skills

C | Java | Python | Machine Learning | Deep Learning | JavaScript | React | MongoDB | React Native | Django | MySQL | Git | HTML | CSS | Nextjs | Firebase | Google Cloud

Work Experience

Clarity | Marketing and Research Intern

May'20 - Jul'20

- Acquired expertise in crafting effective marketing strategies, understanding target audiences, and aligning plans with business objectives.
- Applied theoretical marketing knowledge to real-world scenarios, collaborating with clients to create and execute successful campaigns.

Projects

Sentiment Analysis with Multinomial Naive Bayes

Oct'23

This project conducts sentiment analysis on movie reviews, employing machine learning techniques to classify them as positive or negative

• The use of the Multinomial Naive Bayes algorithm enhances accuracy in classifying movie reviews, providing reliable sentiment analysis results.

Linked-in-clone Mar'23

This project is a LinkedIn clone developed using React-Redux for the front-end and Firebase for the back-end. It includes essential features like user authentication for seamless account management.

- The familiar LinkedIn layout provides an intuitive and user-friendly experience, ensuring ease of navigation.
- Leveraging Firebase enhances the project's security, ensuring robust user authentication and safeguarding user data.

Top-down Shooter game in godot

Feb'23

Developed a captivating 2D top-down shooter game in Godot, showcasing expertise in game development. Implemented shooting mechanics, dynamic gameplay, and engaging enemy interactions to deliver a compelling player experience.

Cropance-22 Jan'23

This Flutter-based project employs CNN and transfer learning for precise disease detection in cotton leaves and plants using a real-time dataset.

- CNN and transfer learning enhance accuracy in classifying diseases in cotton, ensuring precise identification.
- Using Flutter, the project deploys as a mobile app for on-the-go disease identification in cotton crops.

COURSES AND CERTIFICATION

React Native : Coursera-certified in scalable mobile app development.Jul'23Bitcoin Basics: Protocol and Design: Comprehensive understanding of protocol and design.May'23Google Cloud Skill badges: Earned multiple badges in Cloud Computing Foundations program.Apr'23Deep Learning: Completed Verzeo's practical Deep Learning course.Aug'22

Positions of Responsibility

Gaming Club | Coordinator

Oct'23 - Present

• Served as the Coordinator for the Gaming Club in college, fostering a vibrant gaming community and organizing diverse gaming events.