ALAN MATHEW VARGHESE

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Website ◊ LinkedIn ◊ GitHub

OBJECTIVE

To leverage my skills in web development and AI technologies to create innovative solutions that address real-world challenges. I am committed to contributing to impactful projects and gaining hands-on experience in a collaborative environment. I aim to apply my knowledge in developing robust web applications and intelligent systems while working with experienced professionals to further enhance my technical skills and problem-solving abilities.

EXPERIENCE

- **Data Analyst Intern at Vodafone Idea Foundation**

EDUCATION

TKM College of Engineering Kollam, Kerala, India 2022 - 2026
- B.Tech in Computer Science and Engineering. CGPA: 8.4
- Undergraduate Coursework: DSA, Operating System, Discrete Mathematics, Database.

Christ Central School Thiruvalla, Kerala, India 2020 - 2022
- CBSE 12th grade in Computer Science (94%).
- Coursework: Fundamentals of programming, Python.

Mathews Mar Athanasius Residential School Chengannur, Kerala, India 2008 - 2020
- ICSE 10th grade (97%).

PROJECTS

- **Balloon Pop Mania**

  For our college fest, I created a hand-tracking balloon-popping game using **Pygame** and **OpenCV.** It showcased innovative applications of computer vision, allowing players to pop balloons with hand movements. The project was well-received and engaged participants, highlighting the fun and potential of combining different technologies. (GitHub link)
- **Car Detection Model**

  A Car Detection and Counting System using **OpenCV** to demonstrate the practical applications of computer vision in surveillance. The project aimed to automate traffic monitoring by detecting and counting cars crossing a line in a video feed. The outcome was a successful demonstration of how technology can be used for efficient traffic management, with its real-world relevance and technical execution. (GitHub link)
- **Flappy Bird AI**

  AI for the classic Flappy Bird game using **Pygame** and **NEAT** by exploring the capabilities of neural networks and genetic algorithms. The goal was to demonstrate how AI can learn and improve its performance by evolving over generations. The outcome was a successful demonstration of machine learning in action, showcasing the AI's ability to autonomously learn and adapt to the game. (GitHub link)

TECHNOLOGIES AND SKILLS

- Python, C++, C, Java, JavaScript, React, MERN, MySQL, HTML, CSS
- Figma, Photoshop, Canva, Blender, After Effects
- Leadership, Problem Solving, Creative Thinking, Independent Learner

CERTIFICATIONS

- **Artificial Intelligence Primer** Certification by Infosys Springboard.
- **Principles of Generative AI** Certification by Infosys Springboard.
- **Career Essentials in Software Development** by Microsoft and LinkedIn.
- **Career Essentials in Generative AI** by Microsoft and LinkedIn.

LEADERSHIPS

- **Tech Lead** in Executive Committee of ACM, TKM College of Engineering (2024).
- **Web Team** in Executive Committee of C-Rob, TKM College of Engineering (2024).
- **Student Placement Coordinator** of CSE dept, TKM College of Engineering (2024)
- **Design Head** in Executive Committee of CSI, TKM College of Engineering (2023-2024)
- **Design Team** in Executive Committee of Coding Club, TKM College of Engineering (2023-2024)
- **Design Team** in Executive Committee of ACM, TKM College of Engineering (2023-2024)