BALASUBRAMANIAM M

Personal Info

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Github

https://github.com/Bala1008

LinkedIn

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Skills

Communication
Problem Solving
Teamwork
Fast Learning
Time Management

Technical Skills

Languages:

C, C++, Java, Python(beginner)

Frameworks: Flutter, Flask

Areas of Interest:

OOPs, Data Structures, DBMS, Computer Networks, Algorithms, Mobile App Development.

Others: HTML, CSS, PHP, MySQL

Achievements and others

- Participated in Smart India Hackathon-20 and got selected in internal hackathon for the idea of the project.
- 1st runner up in TIP (Technology Innovation Project) conducted in CEG for the project "E-Commerce with Augmented Reality". Many industrial experts have visited and evaluated.
- Participated in Google AI-ExploreML workshop conducted in CEG.
- Involved in an intra-college variety show team - CEG JUST DIFFERENT.
- Completed 8 exams of Hindi Prachar Sabha.

Education

2018-08 - present
College of Engineering Guindy, Anna University, Chennai.
B.Tech, Information Technology
CGPA: 9.20 (upto 5th semester)

2017-06 - 2018-04
Cambridge Matriculation Higher Secondary School, Agasthiyarpatti, Tirunelveli. (H.S.C., Maths – Computer Science)
Percentage: 98.25%

2015-06 - 2016-04
Cambridge Matriculation Higher Secondary School, Agasthiyarpatti, Tirunelveli. (S.S.L.C.)
Percentage: 98.8%

Work Experience

Internship at Inaiple Pvt Ltd. (Jul'2021)

Developed a web application and two mobile applications for cable and internet package providers, agents and subscribers. Worked in development, deployment, and Firebase cloud functions.

Technologies Used: Flutter (web and mobile), dart, Firebase, JavaScript, Python.

Projects

E-Commerce with Augmented Reality (Feb'2021 – May'2021)

An Online Shopping Mobile Application incorporated with Augmented Reality where, showcasing of products is enhanced using AR. Products can be viewed, bound to the surrounding environment or attached to any body, with the use of cameras in smartphones.

Technologies Used: Flutter, Firebase, Unity3D, ARCore, ARKit, ARFoundation, Blender.

Github Link: https://github.com/Bala1008/E-Commerce-with-AR

Smart Attendance System (Aug'2020 – Nov'2020)

A Mobile Application to mark attendance using Image Recognition. Uploading a group image of class students will be suffice to mark attendance for the present day in CSV file.

Technologies Used: Flutter, Dart, OpenCV, Python-Flask, Firebase.

Github Link: https://github.com/Bala1008/Smart-Attendance-System

Smart Dustbin System (Nov'2020)

Automated Dustbin opening and closing when droping dust using ultrasonic sensors and servo motors and will send SMS to responsible person once the bin gets filled using GSM.

Hardware Components Used: Arduino-UNO3, SIM900A GSM Modem, Ultrasonic Sensors, Servo Motors.

Graph Plot – TNeGA (Jun'2020 – Jul'2020)

TamilNadu e-governance Agency's project of generating graph for the daily no. of confirmed, deceased, recovered COVID cases in India and TamilNadu. The process of plotting graphs and making all the graphs into a ppt is automated.

Technologies Used: Python- Flask, Pandas, Matplotlib, Openpyxl.

Dino Game (Feb'2021 – May'2021)

A Modified and enhanced Chrome's No-internet dinosaur game. 2D game is enhanced with 3D with 3 levels of difficulty where avoiding collision will lead to player's victory.

Technologies Used: Unity3D, C#.