ARMESH LIONEL PEREIRA



Shubhamraje Jr. College Shubhamraje Javana, Assamming, Digital Ptall, Programming In HTML, Programming In Lavana, Digital Vel Design, Control Systems, Analog Shubhamraje Javana, Digital VLSI Design, Programming, Digital	ls and ol,Electrical
MSBSHSE) (CLASS XI) Smt. Sulochanadevi Singhania School 97 % SUBJECTS Microprocessors And Interfacing, Programming in HTML, Programming In Java, Digital Design, Control Syste Systems, Object Oriented Programming, Digital Design, Programming in C++, Microelectronic Circuits, Signa Systems, Analog and Digital VLSI Design, Analog and Digital VLSI Design, Electrical Machines, Analog Electronics, Microprocessors, Electronic Devices, Computer Programming, Industrial Instruments And Control Sciences, Electromagnetic Theory, Computer Programming Technical Proficiency C++ Language, PLC Programming, Java, Assembly Language, Linux server administration, P&ID developme Programming, Python, C# WORK EXPERIENCE Thermax Limited Instruments I am currently working as an intern at Thermax's cooling division. Designed a weather monitoring system using the micro controller ESP 32 and learnt the use of multiple software such as EASY EDA, FRITZING, ARDUINO IDE and also learnt Soldering, circuit design, web	2019 ems, Control Is and ol, Electrical ent, C May 2024 Present
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Intern dashboard design.	
	Jul 2023
PROJECTS	
Electronics Store Interface Under the guidance of Prof. Anita B Agrawal, my team and I worked together to create a working program for the day to day operations log of an electronics store.	Feb 2024 - Apr 2024
Project Hydra- Underwater D rone Working on integrating the various sensors and microcontrollers needed for Project Hydra under the guidance of Prof. Sarang Dhongdi at BITS Pilani Goa Campus.	Jan 2024 - Present
Designed a weather monitoring system using the micro controller ESP 32, and a variety of sensors. Learnt the use of multiple software such as EASY EDA, FRITZING, ARDUINO IDE. Learnt Soldering, circuit design web dashboard design.	IVIAY ZUZ
I am experienced in working with android developer studio. Have made apps that have a basic user App Development interface to display information. Buttons, scrolling, navigation and UI design.	Jan 2022
7 3, 3 1	Feb 2023
I used Unity to create a basic card game to learn the basics of the software development tool, understanding the camera views and physics that have to be applied to objects within the software to create	Dec 2021
Basic Card Game Unity the game.	Feb 2022
POSITIONS OF RESPONSIBILITY	
Quark Media Coordinator Quark Media Coordinator Ge for our technical fest, Quark.	Jun 2023
Department Of Media And Coverage Successfully executed deals with companies such as Riot Games and Unstop.	Apr 2024
Manager Manager Of the College Athletics Team, which participates in many National competitions.	Jun 2023
Athletics Team BITS Goa	Apr 2024

BASIC INFORMATION

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