

# ARTHI A

## EDUCATION

### BACHELOR OF INFORMATION TECHNOLOGY ( CGPA - 8.03 )

SSN College of Engineering  
2024 - 2028 Ongoing

### HSC - 84.3 %

Govt. Higher Secondary School,  
Vadamathimangalam  
2024

### SSLC - 91%

Govt. Higher Secondary School, Ettivadi  
2022

## LANGUAGE

- ENGLISH
- TAMIL

## CONTACT

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## ABOUT ME

To obtain a position that will enable me to use my strong organizational skills, educational background and ability

## TECHNICAL SKILLS

### JAVA

- Capable of OOPS and Collection Framework
- Solving Logical Programs

### FRONT-END

- To make a user interface using HTML
- Add styles to web pages by CSS

### ORACLE SQL

- To perform some CRUD operations
- DDL,DML,DCL,TCL,DQL
- Manipulating with multiple table by using joins

## ACADEMIC PROJECTS

### - CAREBRIDGE

( OUTPATIENT RECORD MANAGEMENT SYSTEM )

CareBridge is a lightweight outpatient record management system designed for small clinics to digitize patient records, appointments, prescriptions, and billing.

### - LIBRARY MANAGEMENT SYSTEM

( JAVA DESKTOP APPLICATION )

The Library Management System is a Java-based desktop application developed to automate core library operations such as book management, member registration, book issuing and returning, and transaction tracking.

### - WORD SCRAMBLE GAME USING PYTHON (PYGAME)

The Word Scramble Game is a Python-based interactive application developed using the pygame library. The game challenges players to unscramble randomly generated words within a fixed time limit, featuring score tracking, hint-based penalties, and real-time countdown logic.