



ARUNKUMAR
B.Tech. - Information Technology
Ph: +91-9080079875
Email: arun2110763@ssn.edu.in
Chennai, Tamil Nadu, India - 600053
LinkedIn: <https://www.linkedin.com/in/arun-kumar-775800286>



BRIEF SUMMARY

I'm Arunkumar, a 3rd-year IT student at SSN College of Engineering. I'm eager to learn and apply my IT knowledge to real-world projects. I'm a team player with good communication skills and a strong drive to grow. Excited to take on new challenges in the IT field.

KEY EXPERTISE

Python SQL C++ HTML CSS JavaScript Data structures Java Canvas Figma Git Tkinter Data Cleaning
Data analysis Data Visualisation

EDUCATION

Sri Sivasubramaniya Nadar College of Engineering

2021 - 2025

B.Tech. - Information Technology | CGPA: 8.57 / 10

Velammal Matric Hr Sec School Ch-66, Chennai

2021

12th | Percentage: 97.19 / 100

Velammal Matric Hr Sec School Chennai-66, chennai

2019

10th | TNBHSE | Percentage: 94.40 / 100

Course Works - Key Courses Taken :

Problem solving in python
Data structures and algorithm analysis
Database technology
Network programming

Labs :

Programming in python
Data structures lab
Network programming lab
Database technology lab

PROJECTS

Agriculture Crop Yield Prediction

11 Sep, 2023 - 20 Nov, 2023

Mentor: Dr S Radha | Team Size: 3

Key Skills: HTML CSS JavaScript CSP algorithm Naive Bayes algorithm Data science process Agile process Flask

Project Link: <https://github.com/Arunvijay28/Crop-Prediction>

Given many parameters and different constraints, the system must recommend the suitable crop to be grown such that it should give maximum profit to the farmers as well as meet the market demand. The system also has a feature to suggest a fertilizer based on the nutrient contents present in a particular soil and type of crop to be grown in that particular soil. I am the scrum master in this project. My contributions includes creating Web page for crop prediction along with its backend integration and also connecting it with flask

Sudoku game

20 Feb, 2023 - 19 Jun, 2023

Mentor: Dr S Chitra | Team Size: 6

Key Skills: Algorithms Data structures JIRA HTML CSS JavaScript

Project Link: <https://github.com/Arunvijay28/Sudoku-Game>

To built a sudoku game with help of backtracking algorithm and other front end tools. I was working in the front end and the outcome of the project is people can play with computer, can solve a generated puzzle and also can give system to solve some random puzzle from newspaper. In addition to that we also used database connectivity for store login credentials of the user. Creating interactive web pages and backtracking algorithm for sudoku. My contributions in this project is creating interactive User Interface and implementing backtracking algorithm for sudoku

SSN mentoring system

17 May, 2022 - 09 Aug, 2022

Mentor: Dr. Ashwinth janarthanan | Team Size: 6

Key Skills: Agile Process JIRA Python Tkinter Data structures

Project Link: <https://github.com/Arunvijay28/Mentoring-system>

An organization like SSN College of Engineering wants to develop a mentoring system. A mentor should be able to view all the mentees assigned to them. On selecting a mentee, the mentor should be able to add/delete/update the mentee details. The mentor may schedule a meeting with a mentee and should be able to capture the meeting details later. A mentee should be able to see only their details, except for the confidential information

entered by the mentor. A mentee should be able to request for a meeting with the mentor through this system. The manager should be able to generate various reports from these mentee records. My contributions in this project begins with creating the GUI for all the pages starting from Manager to Mentee and creating a login for each role and connecting it with backend data structures

Tic Tac Toe

08 Mar, 2022 - 10 Mar, 2022

Mentor: Dr Sofia Jenifer | **Team Size:** 1

Key Skills: Pygame Numpy

Project Link: <https://github.com/Arunvijay28/Tic-Tac-Toe>

Tic Tac Toe is a two-player game where each player takes turns marking a cell in a 3x3 grid with their respective symbols (typically 'X' and 'O'). The objective of the game is to form a line of three consecutive symbols (either horizontally, vertically, or diagonally) before the opponent does. Based on the position specified by either player X or O, it concludes whether player X wins or Player O wins or whether it is draw

ACHIEVEMENTS

- 4 star in C++(Hackerrank)

ASSESSMENTS / CERTIFICATIONS

Programming in Java

Aggregate: 78 / 100

Key Skills: OOPS Exception Handling

An NPTEL certificate for completing 12 weeks Java course With A+ grade

CO-CURRICULAR ACTIVITIES

- Participated in Smart India hackathon 2023
- Finalist of HackIT'23

EXTRA CURRICULAR ACTIVITIES

- Youth Red Cross (YRC)

WEB LINKS

- Github - <https://github.com/Arunvijay28>
- Other - https://www.hackerrank.com/arunvijaynov10?hr_r=1
- Other - https://leetcode.com/qt_arunj/

PERSONAL DETAILS

Gender: Male

Date of Birth: 10 Nov, 2003

Current Address: NO 49 A vinayagar kovil street pasumpon nagar kallikuppam Ambattur chennai-53, Chennai, Tamil Nadu, India - 600053

Known Languages: Tamil, English

Emails: arun2110763@ssn.edu.in , arunvijaynov10@gmail.com

Phone Numbers: +91-9080079875, +91-8825993596