

ASHWANI IMMACULATE A

CONTACT

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- Ashwani Immaculate A

EDUCATION

2022-2026

Mount zion college of engineering and technology

B.E.Computer Science and Engineering.
CGPA: 7.80 (Up to 6th Semester)

2021-2022

Sacred Heart Girls Higher Secondary School

percentage : 75%

2019-2020

Sacred Heart Girls Higher Secondary School

percentage : 77%

CERTIFICATIONS

- Smart India Hackathon (SIH) Participant
- Java GUI Bootcamp
- MongoDB Certification
- C AND C++
- Python 3.x - Skillrack

TECHNICAL SKILLS

- Programming Languages:** Java, Python, JavaScript, HTML, CSS, PHP.
- UI/UX & Design Tools:** Figma, Canva, Wireframing, Prototyping
- Databases:** MySQL, SQL



PROFILE

Computer Science Engineering fresher with practical experience in web development, UI/UX design, and software projects. Highly motivated to combine technical skills and creativity in solving real-world problems. Passionate about continuous learning and eager to explore opportunities that enhance professional growth while contributing to innovative solutions.



INTERNSHIP

Kavi Info Tech (2023) - E-Books Learning

- Developed a digital learning platform to provide easy access to educational e-books; focused on interactive content and user engagement.

AICTE Internship (2024) - AI: Transformative Learning with TechSaksham

- Implemented AI-based learning tools to enhance personalized education experiences; worked on adaptive content delivery and tracking learning outcomes.

Zebindex (2025) - Software Designing

- Contributed to software design projects, creating user-centric solutions with a focus on UI/UX, scalable architecture, and efficient workflows.



PROJECTS

Water Level Indication in Tank - Arduino Project

- Developed an IoT-based Water Level Monitoring System using ESP8266 and an ultrasonic sensor.
- Programmed in C/C++ (Arduino IDE) for accurate measurement and automation.

Personal Fitness Tracker - Python Project

- Built a Python-based Personal Fitness Tracker to log workouts, track calories, and monitor body metrics.
- Used Tkinter, Pandas, Matplotlib, and SQLite for UI, data handling, visualizations, and storage.

Habit Tracker App (UI/UX) - Figma Project

- Designed a mobile-first Habit Tracker App focused on motivation, personalization, and usability for Gen Z users.
- Created user flows, wireframes, high-fidelity UI, and a clickable prototype using Figma.