

# ATCHAYA A

## Front-End Developer | ECE Engineer

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### OBJECTIVE

An enthusiastic and highly-motivated engineering student, adept at taking initiative and seeking out new challenges. Aiming to secure a position in a reputable company to further enhance skills and contribute effectively to the organization's success.

### EDUCATION

- Pursuing Major in ECE - CGPA : 8.54\*** Government College of Technology - Coimbatore  
**Pursuing Minor in IT(Full Stack Web Development)**
- HSC - 95.43 (2021)** Sri Ramakrishna Matric Higher Secondary School - Perambalur
- SSLC - 92.8 (2019)** Dhanalakshmi Srinivasan Matric Higher Secondary School - Perambalur

### HARDWARE PROJECTS

#### 1. Theft alert notification using Blynk iot

Developed a motion detection system using ESP8266 and PIR sensor to monitor activity and send real-time alerts to smartphones via Blynk app integration.

#### 2. Iot based Patient Health Monitoring System

Developed an IoT-based Patient Health Monitoring System using ESP8266 and Arduino, measuring BPM with a pulse sensor and environmental temperature with an LM35 sensor. Implemented real-time data transmission and monitoring on the ThingSpeak platform for enhanced patient care at home.

#### 3. Automatic Plant Watering system

Implemented an Automatic Plant Watering System using a soil moisture sensor to monitor moisture levels. The system activates a motor to water plants automatically when moisture is low, ensuring optimal hydration without manual intervention.

### SOFTWARE PROJECTS

#### 1. Responsive Website

Created a responsive portfolio website using HTML, CSS, and JavaScript. Implemented modern design principles to ensure compatibility across various devices and browsers.

#### 2. Fake News Detection using NLP

Developed a fake news detection system using NLP techniques, leveraging a Kaggle dataset. The project involved preprocessing the text data, including tokenization, stemming, and vectorization using TF-IDF.

#### 3. Tic Tac Toe(Mini Project)

Implemented a fully functional Tic Tac Toe game using C, featuring player input handling, game state validation, and a graphical representation of the game board.

### SKILLS

- C (Intermediate)
- Python (Basics)
- HTML, CSS, JavaScript (Basics)
- Verilog HDL (Intermediate)
- Technologies & Tools** : Vscode, Jupyter Notebook, Arduino IDE, Quartus, Proteus, MATLAB, Cadence Virtuoso.

### CERTIFIED COURSES

- Python complete course for Beginners - Udemy
- HTML and CSS for Beginners from Basic to Advance - Udemy

### INTERNSHIP

- ITI Limited, Bengaluru. (2 weeks)
- Embedded Systems in MSME, Coimbatore. (2 weeks)