BHUVANESHWARI V

📞 +919360512465 | ✉ bhuvanavadivel2003@gmail.com | 🐙 BhuvanaVadivel | 💼 Bhuvaneshwari Vadivel

Portfolio Link: https://inspiring-queijadas-b09933.netlify.app/

SKILLS

Programming languages: C,Python
Web development: HTML,CSS,JS
Tools: Figma,Framer,Adobe Illustrator,Canva
3D Tool: Blender
Unity 3D: Markerless,Marker-Based,Vuforia
UI/UX design: Wireframing,Prototyping
Data Science: Power Bi,Excel

EDUCATION

BE - Computer Science and Design,

Honours degree in Virtual and Augmented Reality

Kongu Engineering College,Perundurai.

7.85 CGPA | 2021- 2025

HSC

Mount Park Higher Secondary School, Thiyagadurgam.

92.3% | 2020 - 2021

CERTIFICATION

AWS Cloud Certificate

AREAS OF INTEREST

- Frontend
- UI/UX

ORGANIZATIONAL SKILLS

- NSS volunteer(attended special camp)
- Executive member - Women's Development Club.
- Member of Cloud Computing Club.

SOFT SKILLS

- Time management and team work
- Self Motivation
- Adaptability

ACHIEVEMENTS

Presented an idea in ideathon conducted by Kongu Engineering college secured second prize.

CAREER OBJECTIVE

Enthusiastic engineering graduate with a keen interest in IT, seeking a dynamic role to apply technical skills and continue learning. Eager to contribute to innovative projects, collaborate with talented teams and grow both personally and professionaly.

PROJECTS

- ### E-learning Website

  Creating a learning website designed to offer educational content and interactive features. They may able to choose their mentor for their courses.
  Technology used: HTML,CSS,JS.

- ### Welearn

  Crafted an app for the user and they are able to choose their courses at any time and there assignments also given for the learners.
  Technology used: Figma,HTML,CSS,JS.

- ### Instant Ride

  An app designed for IT employees and others, providing reliable and efficient transportation to navigate traffic and ensure timely workplace arrivals.
  Technology used: Figma.

- ### Redhat Learning

  Creating the user interface for an interactive learning app. This app aims to provide a seamless and engaging educational experience for users of all ages.**Technology used:** Figma.

- ### VR construction

  VR construction enables visualizing and experiencing a building or infrastructure project in a virtual environment before actual construction is completed, allowing for better planning and design adjustments. This immersive technology helps identify potential issues and improvements early, saving time and costs.
  Technology used: Virtual Reality . **Tool used:** Unity

INTERNSHIPS

- ### Codsoft

  During my internship, I enhanced my skills and gained valuable industry insights by working on diverse projects and engaging deeply with the design process.
  Technology used: Figma. **Domain:** UI/UX design

- ### Codecasa

  During my internship, I enhanced my skills and knowledge, particularly in web animations, which improve user experience and website engagement.
  Technology used: HTML,CSS,JS **Domain:** Web development