



C ARAVINDHAN

UNDERGRADUATE STUDENT

66/2 Bajanai Koil Street, Choolaimedu,
Chennai -94

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Enthusiastic undergraduate student whose main interest lies in ML and Web Development.
Experience working in various projects along team mates – Strong critical thinking and analytical skills.

Education

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| <ul style="list-style-type: none">Sri Venkateswara College of Engineering, Sriperumbudur
B.E Computer Science Engineering | 2022-Present |
| <ul style="list-style-type: none">Maharishi Vidya Mandir, Chetpet
Higher Secondary- 93% | 2020-2022 |
| <ul style="list-style-type: none">Maharishi Vidya Mandir, Chetpet
Senior Secondary- 90% | 2018-2020 |

Skills

TECHINICAL SKILLS:

- Programming languages: Python, C, C++,JavaScript
- Web Development
- React
- Machine Learning
- Knowledgeable in: MySql
- OOPS and DSA

SOFT SKILLS:

- Team Collaboration
- Multitasking and Organization
- Critical Thinking and Analytical skills
- Event Planning and Execution

Projects

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| <ul style="list-style-type: none">Digital Archive Integrating AR,3D, OCR and 360 view<ul style="list-style-type: none">○ Created a React application integrating AR for 360 tour to get the live experience of touring a temple from the comfort of our homes.○ Created a 3d model using photogrammetry and embedded it to the web to view sculptures○ Created a ML model using OCR to get the text from tamil Manuscripts○ Won the special mention prize in Makethon 5.0○ From this Project we learned to build responsive web applications using react | Mar 2024 |
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- **Chess AI with Minimax and Alpha-Beta Pruning** **Mar 2024**
 - Created a chess game application using React and chess.js library..
 - Implemented a Minimax algorithm with alpha-beta pruning for AI decision-making.
 - **Integrated an improved evaluation function considering material balance, piece mobility, pawn structure, and king safety.**
 - **Allowed users to choose the depth of the minimax search for controlling AI difficulty.**
 - **Developed a responsive chessboard UI with draggable pieces for interactive gameplay.**
- **IETE Web Design Contest – IETE Model Website** **Sep 2023**
 - Designed our own website for IETE as a 3 man team.
 - Implemented our designed website using HTML and CSS and hosted it in GitHub.
 - Got selected for the 2nd round where 50 teams were short listed from the 600 entries.
- **Smart India Hackathon – Jalnayak** **Sep 2023**
 - Advanced to the pre-final round of the SIH hackathon after participating in the internal round
 - Developed an application for timely disaster alerts and aid location using community data.
 - Played a key role by creating the required image-set for training the image classifier and by creating a NER model to identify the location of disaster from NEWS articles.
- **Ease The Error 3.0 - Augur Stock Prediction** **May 2023**
 - Participated in Inter college hackathon organised by FODSE(Forum For data science and eng.) and ECE Department.
 - We created a stock prediction website which uses LSTM deep learning algorithm to predict the future stock price.
 - From this project we learned to create a deep learning model and integrated it to a web page
 - Duration – 15th May(10:30 a.m) – 16th May,2023 (10:30 a.m)

Activities

- **Ease The Error 4.0** **Feb–April 2024**
 - Created the Website for Ease The Error 4.0
 - Shortlisted the teams based on the abstract and managed the collection of fees from them.
 - Organized for Food for 200 people and Bought the Required Items such as plates and ID Tags.
 - Mentored 4 Teams in the field of Web and Machine Learning.
- **Public Relations Officer Glitzz-23** **August–Oct 2023**
 - Worked as PRO for the Glitzz-23 event conducted by Rotaract Club Of Chennai Along with 19 Host Clubs.
 - Relied the information about the event to other colleges Presidents and secretaries.
 - Made sure that the discipline was maintained by working in the discipline committee on the day of the event.
- **Organizer Rota-Techx** **April –May 2023**
 - Organizer in the hack and Make-A-Thon conducted by Rotaract club of SVCE.
 - Worked along with others and got venue Sponsor at GUVI.
- **Arbiter For Chess** **December 2017**
 - Worked As Organizer/Arbiter For State Level Chess Tournament Held On 2017th In Tindivanam By Lotus Chess Academy .
 - As a Arbiter Got The Results From Players And Did The Pairing Process.

Position of Responsibility

- **Vice Captain**
SVCE Chess Team
- **EXECUTIVE MEMBER**
Forum Of Data Science

Awards & Achievements

- Special Mention In Makethon 5.0 a 24 Hours Hackathon Organised in SVCE.
- December of algorithm 2022 – Gold Rating by solving 21 days of challenge.
- Winners of chess in ANNA university zonal selection representing SVCE.
- Winner of U-25 State chess tournament conducted by LCA in 2017.
- Represented Kanchi District Chess Association in state U-19 Team Tournament.
- Represented Kanchi District Chess Association in state U-17 Tournament.

Courses Completed

- **Introducing Generative AI with AWS - Udacity**
- **Machine Learning Specialization**
 - Supervised Machine Learning: Regression and Classification
 - Unsupervised Learning, Recommenders, Reinforcement Learning
 - Advanced Learning Algorithms

Completed ML Specialization offered by **DeepLearning.AI & Stanford University** which consists of 3 individual modules for **Supervised, Unsupervised and Advanced ML algorithms**.
- **One day AWS Workshop – Chennai Institute of Technology**
- **Build Responsive Real-World Websites with HTML and CSS – Udemy by Jonas Schmedtmann**

Github: <https://github.com/CowTheGreat>

Linkedin: <https://www.linkedin.com/in/aravindhan-chakravarthy-a18663251/>