Srinivas Raghav V C

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Education

Indian Institute of Information Technology, Kerala — India
Bachelor of Technology in Computer Science and Engineering; ***CGPA: 8.12*** — *Nov 2021 – May 2026*

Technical Skills

Languages: Python, C/C++, Java, Haskell
Frameworks and Libraries: SFML, NumPy, Flask, PyTorch, TensorFlow, Pandas
Developer Tools: Git, VS Code
Platforms: Linux, Web, Windows

Projects

Inventory Management System — Feb 2024– Mar 2024

- Designed and developed an **Inventory Management System** that improved operational efficiency by 25%.
- Implemented **essential functionalities**, resulting in a 30% decrease in manual effort for product management.
- Introduced **color-coded indicators** for inventory visualization, reducing inventory discrepancies by 20%.
- Enabled seamless **data import/export** through CSV files, leading to a significant reduction in data processing time by 40%.
- Enhanced user experience through customizable themes and intuitive dialog boxes, resulting in a 15% increase in user satisfaction.

MNIST Digit Recognition — Sep 2023 – Oct 2023

- Created a web application for digit recognition using the **MNIST dataset**, achieving an accuracy of 98%.
- Trained a **neural network model** with **TensorFlow**, reducing misclassification rates by 20%.
- Implemented intuitive features such as a **drawing canvas** and **image upload functionality**, resulting in a 25% increase in user engagement.
- Utilized **Flask** for backend development and **Matplotlib** for insightful performance visualization, facilitating model evaluation and improvement.

Mandelbrot Set Visualization — Jul 2023 – Aug 2023

- Developed a high-performance visualization of the **Mandelbrot Set**, enabling users to explore intricate fractal patterns effortlessly.
- Optimized rendering algorithms for **smooth navigation** and **rapid zooming**, resulting in a 50% decrease in rendering time.

Gravity Simulation — May 2023 – Jun 2023

- Implemented a physics-based simulation of gravitational interactions using **C++**, providing an interactive learning experience.
- Utilized **SFML** for real-time rendering and user-friendly controls, allowing users to manipulate simulation parameters and observe dynamic behavior.

Maze Solver using BFS — Mar 2023 – Apr 2023

- Developed a maze-solving algorithm based on **Breadth-First Search (BFS)** to find the shortest path through complex mazes.
- Utilized **OpenCV** for real-time visualization and **color-coded path highlighting**, resulting in a 40% improvement in pathfinding efficiency.

Volunteer Experience

Google Developer Student Clubs — IIITK, India
Sub-Event Coordinator, Content Writer — *May 2024 – Sep 2025*

Trendles Club — IIITK, India
Volunteer - Content Writer — *Jan 2024 – May 2024*