

Srinivas Raghav V C

vcraghav64@gmail.com | [linkedin.com/in/srinivasraghav](https://www.linkedin.com/in/srinivasraghav) | github.com/blizzybastard | blizzybastard.github.io/PortFolio/

EDUCATION

Indian Institute of Information Technology, Kerala

Bachelor of Technology in Computer Science and Engineering; CGPA: 8.11

India

Nov 2022 – 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 | PyQt5, Python

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 | TensorFlow, Python, Flask, Matplotlib

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 | C++, SFML

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 | C++, SFML

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 | OpenCV, Python

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

IITK, India

Sub-Event Coordinator, Content Writer

May 2024 – Sep 2025

- Coordinated sub-events, workshops, and seminars.
- Authored promotional content for social media and materials.
- Collaborated with the team for effective club activities.

Trendles Club

IITK, India

Volunteer - Content Writer

Jan 2024 – May 2024

- Wrote articles on technology and innovation trends.
- Contributed ideas for club initiatives and events.
- Managed the club's online presence and communication.