

Yunedhan S

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Objective:

To work in an ambitious environment where I can bestow all my technical knowledge, problem solving and interpersonal skills efficiently for the enrichment of the organization.

Work Experience:

Experience : HCL Tech
Duration : 4th April 2022 – 21st April 2023
Designation : Lead Engineer
Project Role :

- Doing content Enhancement and cataloging for E-commerce organizations
- Planning and allocating work for the team members as well as keep tracking of various trackers, etc.
- UNSPSC Assign based on description, drawing and documents
- To get input values by using SAP
- Assign suitable UNSPSC with templates and extract the values using document.
- Enriching the data using ECCMA standards

Key skills:

Application Software : Microsoft Office (Word, Excel, PPT)

Programming Languages : C, C++, JavaScript, HTML

Education:

| Course | Institute | Year of Passing | Percentage |
|--|---|-----------------|------------|
| B. Tech (Computer Science Engineering) | Alpha College of Engineering and Technology | 2018 | 70% |
| HSE | Seventh Day Adventist higher Secondary School | 2014 | 71% |
| SSLC | Seventh Day Adventist higher Secondary School | 2012 | 84% |

Academic Project:

Title: Library Management System

Management system are used by institutions in every area, including banking, IT, healthcare and travel. Everyone uses it in various forms for their own purposes. Data is more important in today's life and it must be well-managed for clean and correct data to exist at all times. Library Management system is one such system, which is used to keep track of the volumes in a library. This system has information on books, and we can use it to do all the activities that are necessary for real time system. In this project, we built a system that includes all CRUD activities, as well as sophisticated search, book issuance, Serialization and De-serialization to save the information.

Technique Applied:

Java Collection API: Set of classes and interfaces that enable dealing with collections of objects like lists, maps and stacks considerably easier for java developer.

Serialization: Technique for saving an object's state by converting it to a byte stream

De-Serialization: Process of recreating the actual Java object in memory using the byte stream

Technology:

Java, OOPS, HTML

Strength:

- Learning ability, collaborative worker.
- Problem solving, decision making.
- Highly adaptive to any kind of work.
- Quick learner, Punctual person

Personal Details:

| | | |
|----------------|---|-------------------|
| Father's Name | : | Sri Ravi C |
| Mother's Name | : | Angayarkanni S |
| Date of Birth | : | 13.11.1996 |
| Gender | : | Male |
| Nationality | : | Indian |
| Language Known | : | English and Tamil |
| Marital Status | : | Single |

Declaration:

I hereby declare that all the details furnished above are true and are under knowledge of me.

Place:

Date:

(Yunedhan S)