# PRABHAKARAN K

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Pre-final year Computer Science student with a solid foundation in Java and a proven ability to learn quickly. Known for effective teamwork and excellent interpersonal skills, dedicated to tackling complex problems. Eager to apply technical knowledge and problem-solving abilities in dynamic, project-driven environments.

#### **EDUCATION**

KPR Institute of Engineering and Technology, Coimbatore

2022-2026

## **B.Tech-Computer Science and Business Systems**

CGPA- 8.2 (upto 4<sup>th</sup> semester)

Kongu. Vellalar Matric. Higher. Secondary. School, Tirupur

2020-2022

HSC - 88.8% SSLC - 83.6%

#### TECHNICAL SKILLS

- ---Programming Languages :Java,C,Python
- ---Frameworks: Tessaract, Flask, Tensorflow
- ---Tools: Git, Github, Figma, Autodesk Fusion 360
- ---Database:SQL,Mongodb

#### PROFESSIONAL EXPERIENCE

#### **Machine Learning Intern**

Meriskill JUL 2024-AUG 2024

Performed Exploratory Data Analysis (EDA) on datasets to uncover patterns and insights for model development.

#### **Web Development Intern**

Codsoft JAN 2024-FEB 2024

Completed assigned tasks, building and enhancing web components to improve site functionality.

## **PROJECTS**

#### --- Handtracking game (GITHUB)

#### ---CallBin

\*Developed an automated waste segregation system using a camera and servo motor to classify waste as biodegradable and non-biodegradable. Implemented image recognition to identify waste types, ensuring efficient sorting for recycling and waste management.

## **ACHEIVEMENTS**

| 1 <sup>st</sup> Prize Paper Presentation - Kongu Engineering College | 2022 |
|--|------|
| 3 <sup>rd</sup> Prize in Project Presentation (Online) - IIT Bombay  | 2023 |
| Coordinate SAP Hackfest 2023   | 2023 |
| Department Association Secretary (CSBS)                              | 2024 |
| CERTIFICATION IS   |      |

### **CERTIFICATIONS**

- --- Acquirng Data Analysis (NASSCOM)
- ---Engineering Graphics and Design (L&T EduTech)
- --- Management Information Systems (NPTEL)

<sup>\*</sup>Developed a real-time hand-tracking game leveraging computer vision to detect and interpret hand movements.

Implemented hand gesture recognition to control game actions, enhancing user interaction and gameplay experience.