



Deepak S G

Roll No: 20Z213

BE Computer Science

PSG College of Technology, Coimbatore

DOB: 02 October 2002

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EDUCATION

•PSG College of Technology, Coimbatore

Bachelor of Computer Science and Engineering

October, 2020 - Current

CGPA: 8.98

•Velammal Vidyalaya, Chennai

Central Board of Secondary Education, Grade XII

March, 2020

Percentage: 94.6%

•Velammal Matriculation Higher Secondary School, Chennai

SSLC, Grade X

April, 2018

Percentage: 97.8%

PROJECTS

•Spiel Game Engine

A simple 2D Game Development Framework

- Tools and technologies used: C++ & SDL
- Spiel is a game development and game world creation framework.
- Includes game functionalities such as Sprite Loading, Collision Detection, Animated Sprited, and Multiplayer Environment

•B2C Advertising for Small Businesses

An Advertising web and mobile portal for small-scale businesses

- Tools & technologies used: React JS, Express JS, Node JS, Mongo-DB
- A web portal where small-scale business people can advertise their company.
- Created a portal where business people can advertise their product/shop and common people can search for the service according to their needs.

•Hardware Management System

Software Application that helps to manage and organize the resources and activities in the hardware laboratory of our college

- Tools & technologies used: React JS, Express JS, Node JS, Mongo-DB
- Web Portal for monitoring student's activity of borrowing and return of equipment in the hardware laboratory
- Created for smooth functioning of our hardware lab and for monitoring the loss and damage of lab equipment.

•Bankruptcy Prediction

A system to predict whether a company will go bankrupt or not

- Tools & technologies used: Python
- Using machine learning methods to predict if a company will go bankrupt soon or if it is safe to invest in them.

TECHNICAL SKILLS

Languages: Java, C/C++, Python, SQL

Web Development: React JS, Node JS, Express JS, Mongo DB

Key Courses: Data Structures and Algorithms, Object Oriented Programming, Data Base Management System, Operating Systems, Computer Networks, Machine Learning, Cryptography

ACHIEVEMENTS

•Finalist in iHackMyPlace, a Hackathon conducted by Societe Generale in association with the Coding Club

Developed an ML model that identifies potential hotspots in the network and provides possible resolution.

•Winner of Qrack IT, Event conducted in Kriya, 2023

Round 1 was Treasure Hunt and Round 2 was Capture The Flag.

•Winner of Cricket Auction, Event conducted in Atom, 2023.

Formed a strong and balanced team that will be able to win the tournament with the given purse amount.

CLUBS AND ORGANIZATIONS

•Finverse: Social Media and Publicity Team, Promoting the Finquest event via wall posters and Instagram post.