

Kailas Jayan

kilazjayan062003@gmail.com | LinkedIn | +91 9037563340

ABOUT

I AM AN ENTHUSIASTIC STUDENT OF ROBOTICS AND AUTOMATION ENGINEERING WITH PRACTICAL EXPERIENCE WORKING ON CREATIVE PROJECTS. EXPERT IN AUTOMATION SYSTEMS, ROBOTICS DESIGN, AND PROBLEM-SOLVING, I ENJOY WORKING IN TEAM SETTINGS AND WANT TO PROMOTE TECHNOLOGICAL PROGRESS.

EXPERIENCE

TECHMAGHI | INTERN

May 2023 – May 2023 | Kerala Startup Mission, Kalamassery

- Developed practical robotics skills, including the ability to design and program robotic systems. worked together on real-world projects to hone technical and problem-solving abilities. investigated cutting-edge robotics applications in practical settings.
- worked together on real-world projects to hone technical and problem-solving abilities.
- Explored innovative applications of robotics in real-world scenarios.

PROJECTS

UNDER WATER ROBOT | PLATFORM-MANAGEMENT LEAD

Jan 2023 – Feb 2023 | Adi Shankara Institute of Engineering and Technology, Kalady

- Led a team of 5 as the Planning Lead to design and develop an underwater robot capable of capturing high-quality visuals beneath the surface.
- Coordinated project planning, task delegation, and resource allocation to ensure efficient execution and timely delivery.
- Oversaw technical feasibility studies and contributed to innovative design strategies tailored for underwater environments.
- Enhanced team collaboration by facilitating brainstorming sessions and maintaining clear communication channels.
- Delivered a functional prototype demonstrating real-time underwater visual capture for exploratory and research applications.

T-REX AUTO GAMING | PROGRAMMER & ELECTRONIC ASSEMBLER

May 2022 – May 2022 | Adi Shankara Institute of Engineering and Technology, Kalady

- Collaborated with a team of 3 to design and develop a T-Rex automation game, blending creativity with technical problem-solving.
- Game mechanics that mimic automated actions have been implemented to create dynamic and captivating gameplay.
- Optimized controls, responsiveness, and visual components with the user experience in mind.
- Placed a strong emphasis on collaboration and iterative testing to improve the game and solve problems.
- Produced a finished project with automated and interactive gaming components.

EDUCATION

APJ ABDUL KALAM TECHNOLOGICAL UNIVERSITY

BACHELOR OF TECHNOLOGY

ROBOTICS AND AUTOMATION

Expected Jan 2025 | Adi Shankara

Institute of Engineering and

Technology, Kalady

SKILLS

PROGRAMMING

3+ years:

Python • C/C++

3+ years:

ROS2

TECHNOLOGY

Arduino • CAD • ROS • Automation

• Raspberry Pi • ESP32 • PID • OpenCV

• SLAM • PLC • Sensors and

Instrumentation • AutoCAD • Gazebo

•VR

COURSEWORK

UNDERGRADUATE

Robotics and Automation

(Learner)

•Robotics Design and Automation

Systems

•Embedded Systems and Control

Mechanisms

•Autonomous Systems and Navigation

•Advanced Sensor Technologies

•Industrial Automation and IoT

SOCIETIES

•International Society of Automation (ISA)

•Innovation and Entrepreneurship Development Centres (IEDC)

•Young Innovators Programme (YIP)