

CONTACT

B Govardhan



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OBJECTIVE

As a driven computer engineering student, I'm eager to secure an internship to apply classroom knowledge in a real-world setting. I aim to contribute technical skills in hardware and software development, alongside a passion for innovation. Seeking hands-on experience to further my career in computer engineering, I aspire to contribute to cutting-edge technologies in this dynamic industry.

EDUCATION

|           |  |
|-----------|--|
| 2021-2025 | <ul style="list-style-type: none"><li><b>GITAM University</b><br/>BTech<br/>7.4</li></ul>                        |
| 2019-2021 | <ul style="list-style-type: none"><li><b>Sri Chaitanya School of technology</b><br/>10+2<br/>7.3</li></ul>       |
| 2019      | <ul style="list-style-type: none"><li><b>Air Force School</b><br/>Borad of Secondary Education<br/>7.4</li></ul> |

SKILLS

- Problem solving with C
- Python programming
- Web developement
- DBMS

PROJECTS

- **Smart Classroom**  
The Smart Classroom Senior Project integrates innovative technologies to enhance the learning environment. By incorporating interactive displays, IoT devices, and automated systems, it fosters a dynamic and collaborative atmosphere. This project aims to optimize teaching methods, engage students, and streamline administrative tasks, creating an intelligent and efficient educational space for the future.
- **Chat Bot**  
Our mini project involves developing a Chat Bot using Google Cloud services. Leveraging natural language processing and machine learning, it enables seamless interactions. With features like sentiment analysis, it ensures personalized and efficient communication. This project showcases the potential of cloud-based solutions in creating intelligent and responsive conversational agents.
- **Hangman Game**  
The Hangman Game project in Python is a classic word-guessing game where players attempt to identify a hidden word letter by letter. Users have a limited number of incorrect guesses before a stick figure is drawn, simulating the stakes. This project combines Python programming skills with interactive gameplay, offering a fun and engaging coding exercise.

ACHIEVEMENTS & AWARDS

- In the smart India Hackathon workshop in which I took part, our team achieved the top position, securing first place, and we were honored with a certificate as recognition of our accomplishment.

LANGUAGES

- English
- Telugu
- Hindi
- Kannada