

GOWTHAM C

Software Engineer

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SUMMARY

I am passionate about contributing my skills and innovative ideas to a reputable organization while collaborating with dedicated professionals. With a strong foundation in software development, problem-solving, and effective communication, I aim to foster growth and deliver impactful results through teamwork.

SKILLS

Programming Languages : Python, Java, Javascript, HTML, CSS

Framework & Libraries : Django, Servlet

Databases : SQL (MySQL, SQLite), MongoDB

Cloud Platforms : AWS, GCP (Deployment & Management)

Development Tools : VS Code, Node.js, Unity, Blender, Msoffice

Version Control System : Git, GitHub

EDUCATION

MCA
Kumaraguru College of Technology
08/2020 - 05/2025 Coimbatore CGPA **7.5** / 10

BCA
Nallamuthu Gounder Mahalingam College
08/2018 - 05/2023 Pollachi CGPA **6.9** / 10

HSC
Rajalakshmi Genguswamy Matriculation Higher Secondary School
06/2018 - 05/2020 Udumalpet % **68** / 100

SSLC
Rajalakshmi Genguswamy Matriculation Higher Secondary School
06/2016 - 05/2018 Udumalpet % **81** / 100

PROJECTS

Automatic Lab Allocation System

An automatic lab allocation system for optimizing resource management in educational institutions.

- Developed an automated lab scheduling system using Python (Django), SQLite, HTML, CSS, and JavaScript to optimize resource allocation and conflict resolution.
- Features dynamic scheduling, systematized conflict detection, and a user-friendly interface, reducing manual effort, improving accuracy, and enhancing overall institutional efficiency and productivity.

Hostel Management System

A comprehensive system for managing hostel operations and student needs.

- Built a Hostel Management System using Java Servlet, HTML, CSS, and JavaScript for efficient room allocation, student management, and fee tracking.
- Features real-time room availability checks, admin/student login, and automated fee management.

StageSpace in VR

An immersive VR platform for skill development in communication and public speaking.

- Created a VR-based interactive platform for public speaking, interview training, and classroom simulations using Unity, C#, and OpenAI API.
- Integrates AI-driven NPC interactions for realistic communication practice and enhances confidence through skill assessments.

STRENGTHS

- Problem Solving & Logical Skills
- Coding & Troubleshooting
- Communication Skills & Adaptability
- Collaborative Worker