



Address

40, S.M.K.STREET,
AMMAN KOVIL PATTI,
SIVAKASI-626189.

Contact

8438009220
harishpraharshu@gmail.com

Date of Birth

30.09.2002

PROFILE

To contribute effectively to a company's goals by leveraging my passion for **software development** and my positive attitude toward continuous learning and improvement. I am eager to face new challenges and apply my skills in mobile app development to drive innovation and success. I seek an opportunity to gain hands-on experience, utilize my knowledge, and grow alongside an organization committed to excellence.

SKILLS

- CREATIVE NEW COMPETITION ON INTER-COLLEGE MEET.
(topic -Keyboard Shortcut tricks)
- I ORGANIZED AND MANAGED THAT COMPETITION IN OUR COLLEGE.(topic -Keyboard Shortcut tricks)
- I GOT THE SECOND PRICE IN OTHER COLLEGE INTER-COLLEGE MEET COMPETITION . (topic -DEBUGGING)

SOFTWARE SKILLS

PROGRAMMING LANGUAGES - C, JAVA, PYTHON

WEB LANGUAGES - HTML, CSS, NODEJS

DATABASE LANGUAGES - MYSQL, MONGODB

LANGUAGES

English - Write, speak, read

Tamil - Write, speak, read

HOBBY

YouTube Learning is one of our hobbies

HARISH PRABHU

MOBILE APP DEVELOPER

Linkedin

<http://linkedin.com/in/harish-prabhu-bb33bb233>

Github

<http://github.com/Harishprabhu3009>

EDUCATION

06.2023 - present

AYYA NADAR JANKAI AMMAL COLLEGE, SIVAKASI

Mater of Computer Applications (2025),

79.00% (Up to II Semester).

06.2023 - 04.2024

AYYA NADAR JANKAI AMMAL COLLEGE, SIVAKASI

Diploma In Artificial Intelligence & Machine Learning (2024),

73.70%

08.2020 - 05.2023

SRI KALISWARI COLLEGE (AUTONOMOUS), SIVAKASI

Bachelor of Computer Applications (2023),

74.36%

S.H.N.V.HR.SEC.SCHOOL, SIVAKASI

Computer Applications,

Class of 12th (2020), 70.83%

PROJECT DESCRIPTION

- **COLLEGE MANAGEMENT SYSTEM** : The project is a classroom app designed for managing assignments, quizzes, and study materials. It consists of two separate apps: an ADMIN app for instructors to create and manage content, and a User app for students to access assignments, quizzes, and study materials. The development is done using Android Studio with Java programming language and Firebase for backend functionalities.
- **PREDICTING IPL MATCH WINNER USING ML TECHNIQUES**: The project aims to develop a machine learning model to predict the winner of Indian Premier League (IPL) matches. This is achieved by applying K-Means clustering for player performance grouping, followed by four classification algorithms: Random Forest, Decision Tree, Gaussian Naive Bayes, and Logistic Regression.

INTERNSHIPS

MOBILE APPLICATION DEVELOPER INTERN

Jupiter Brothers Data Science Pvt. Ltd.,

Maraneri, Sivakasi May 2023 - June 2023

Developed a mobile application for employee time tracking using React Native for the frontend and NodeJS for the backend.

Collaborated with a team to ensure the application met business requirements and provided a user-friendly interface for timekeeping and project management.

Implemented features for logging work hours, monitoring employee productivity, and project management to enhance operational efficiency.