JASWANTH V

Fresher

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CAREER OBJECTIVE

AI & Data Science graduate passionate about applying intelligent solutions to real-world problems. Open to roles in AI, Data Science, Software Development, and related fields, with hands-on project experience that highlights problem-solving, adaptability, and teamwork. Driven by continuous learning and a strong interest in building impactful, data-driven applications.

EDUCATION

Bachelor of Technology - Artificial Intelligence and Data Science

Prince Dr K Vasudevan College of Engineering and Technology **Oct 2021 - May 2025**

Percentage: 85%

HSC Class 12 - State Board of Tamil Nadu

Ramaniyam Sankara Matriculation Higher Secondary School **June 2020- May 2021**

Percentage: 84.8%

INTERNSHIP

AI & Robotics Intern - SMTP Groups **Feb 2025 - May 2025**

- Designed and implemented a 3D-printed robotic arm controlled by real-time AI-based gesture recognition, integrating computer vision and IoT for seamless remote control and automation.
- Integrated the robotic system with IoT platforms to allow remote monitoring and control, enhancing accessibility and practical deployment.
- Demonstrated the project in live settings, showcasing AI-embedded robotics as a solution for remote automation in industrial or assistive technology applications.

Game Developer & AR/VR Intern – Monolith Technologies Pvt. Ltd. **Aug 2024 - Nov 2024**

- Collaborated with the AVGC-XR and Business Development teams to develop and optimize Shogun Run, a game for Windows, focusing on gameplay mechanics and performance tuning.
- Supported and coordinated an industrial visit, gaining hands-on exposure to XR (Extended Reality) workflows, industry pipelines, and professional game development practices.
- Strengthened understanding of real-time rendering, physics simulation, and cross-functional collaboration within a professional AR/VR environment.

SKILLS

TECHNICAL SKILLS

- **Programming Languages :** Python, Java, SQL
- **Data Science & Machine Learning:** NumPy, Pandas, Matplotlib, Scikit-Learn, Power BI
- **Robotics & IoT :** Arduino IDE, Sensor & Actuator Integration, 3D Printing
- **Tools & IDEs :** Jupyter Notebook, VS Code, Unreal Engine 5, Git, GitHub, Microsoft Office,
- **Operating Systems :** Linux, Windows

SOFT SKILLS

- **Problem-Solving** – Tackled real-world challenges like AI-based robotic arm control and real-time system optimization.
- **Team Collaboration** – Contributed effectively in team projects (Scout Rover, disaster rover) and event coordination roles.
- **Adaptability** – Quickly adapted to diverse domains including AI, IoT, AR/VR, and game development.
- **Communication Skills** – Presented projects, narrated for college magazine, and managed sessions in international conferences.

EXTRACURRICULAR ACTIVITIES

Coordinator & Technical Admin – International Conferences (2024 & 2025)

- Coordinated ICCET (Mar 2024), ICSIE (Apr 2024), and 2025 conferences.
- Managed technical sessions and event logistics with international partners (OSIET, Samarkand State Univ., Manipal Univ. College).

Student Coordinator & Narrator

- Part of a 7-member leadership team that coordinated and created the Keviyen Spectrum magazine; contributed as Student Coordinator and Narrator

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PROJECTS

1. **IoT Based Gesture Recognition Using Robotic Arm Control :** GitHub Link

   Designed and developed an IoT-enabled, gesture-controlled 3D-printed robotic arm integrating YOLO and CNN models on a Raspberry Pi platform. Enabled real-time, touchless interaction for precise control in diverse environments, showcasing skills in embedded systems, computer vision, and IoT integration.

2. **Shogun Run – Endless Running Game :** Itch.io

   Created a Japanese-themed endless runner game featuring dynamic obstacles, collectible power-ups, and progressive difficulty using Unreal Engine 5 and Blueprint Scripting. Focused on gameplay mechanics, UI/UX design, and smooth player experience.

3. **Personal Finance Analyzer** : GitHub Link

   Developed a Streamlit-based finance web app to analyze and visualize spending patterns from bank statements. Implemented ML models (Linear Regression, Random Forest) for expense forecasting and insights, with interactive dashboards and transaction categorization for smarter financial planning.

4. **Socio Well-being Analysis :** GitHub Link

   Conducted comprehensive data analysis and visualization on Tamil Nadu's marginal workers using Python libraries (Numpy, Pandas, Matplotlib). Delivered actionable insights aimed at improving social policies and resource allocation for vulnerable communities.

ACHIEVEMENTS & CERTIFICATIONS

Winner, Open House – 1st Place

- For Scout Rover Project, recognized for innovation and teamwork.

Academic Excellence

- Secured top rank in B.Tech AI & Data Science (1st Year).

Practicum for Innovation Engineering, IIT Madras LEAP (2023–24)

- Participated in real-time projects including Scout Rover, emphasizing teamwork and innovation.

Participant, Assistive Hackathon

- Organized by DXC Technology & Samarthanam Trust, contributing to solutions for accessibility challenges.

Conference Participation – 2nd International Conference on Advances in Engineering and Medical Sciences (2025)

- Presented paper "IoT-Based Gesture Recognition System for Robotic Arm Control".

Python Programming – Cybernaut

- Completed a 1-week hands-on workshop covering Python fundamentals.

Data Analytics – Pantech AI Solution

- Gained practical experience in data cleaning, visualization, and insight extraction using Python.