Jeswin Rhymond

FULL STACK DEVELOPER

Passionate Full Stack Developer with expertise in Python. Proficient in crafting elegant solutions for complex challenges, I bring a blend of creativity and technical skill to every project. Committed to continuous learning and staying abreast of industry trends, I strive to deliver exceptional digital experiences.

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EDUCATION

BACHELOR OF ENGINEERING

Panimalar Engineering College, Chennai, India.

2021 - Present

CGPA - 7.9

Course

 Computer Science and Engineering

HIGHER SECONDARY EDUCATION

Madras Christian College Mat. Hr. Sec. School, Chennai, India.

2019 - 2021

81.86 %

Courses

 Higher Secondary School

SECONDARY EDUCATION

Madras Christian College Mat. Hr. Sec. School, Chennai, India.

2018 - 2019

79 %

Courses

Higher Secondary
 School

WORK EXPERIENCE

INTERNSHIP TRAINEE

ZIGSON TECHNOLOGIES (Remote)

01/2024 - 02/2024

Tasks

- Crafted a modern, responsive personal portfolio website showcasing skills and achievements.
- Demonstrated strong frontend development skills, emphasizing a detail-oriented approach.
- Developed a functional website with seamless product browsing and cart management.
- Ensured secure transactions with integrated payment gateways and a responsive design.

LANGUAGES

HTML CSS PYTHON JAVASCRIPT SQL

BOOTSTRAP JAVA C

PROJECTS

REAL - TIME WEATHER MONITORING SYSTEM USING IOT

- IoT-enabled sensors gather real-time meteorological data like temperature, humidity, pressure, and rainfall.
- Centralized data transmission enhances accessibility and facilitates informed decision-making in various sectors, including agriculture, transportation, and emergency services.

GENERATE THE EMPLOYEE ID AND EMAIL ID USING UI

- Developed UiPath automation to generate Employee IDs, Email IDs, and store employee data in Excel, streamlining onboarding with error-free data entry.
- Integrated email functionality for efficient communication, automatically sending essential employee information to stakeholders, enhancing coordination.

FIFA PLAYER RATINGS PREDICTION USING ML

- This project aims to utilize machine learning algorithms to predict FIFA player ratings based on various attributes such as performance statistics, age, position, and historical ratings.
- By gathering comprehensive player data from previous FIFA releases and real-world performance metrics, the project seeks to build predictive models that can accurately forecast player ratings for upcoming FIFA releases, providing valuable insights for gamers, clubs, and sports analysts.

CERTIFICATES

Amazon Web Services (Cloud Essentials & Cloud Architecting)

Oracle Cloud Data Management

Artificial Intelligence for Real-World Applications - TCS

Google Analytics - Google Digital Academy (Skillshop)