### JOEL R

#### CONTACT



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https://github.com/Joel-29

#### **EDUCATION**

# LOYOLA-ICAM COLLEGE OF ENGINEERING AND TECNOLOGY

2023-2027 BE IN COMPUTER SCIENCE ENGINEERING (ONGOING) CGPA:8.5

# ROSEMARY MATRIC.HR.SEC.SCHOOL

+2(92.8%), +1(90%)

# AWARDS & CERTIFICATIONS

MATLAB ONRAMP

#### SKILLS

- Programming languages: Java, C, Python.
- Communication skills
- Problem-solving skills
- Organization and time management skills

#### **PROFILE**

Motivated 2nd-year Computer Science Engineering student with a strong foundation in problem-solving and technology. Passionate about learning new skills, applying knowledge to real-world projects, and collaborating in team environments. Possesses strong analytical abilities, a proactive mindset, and communication skills, eager to contribute to innovative solutions in computer science.

### **PROJECTS**

- SmartPark AI-Driven Parking Management -SmartPark
  uses infrared sensors and Arduino Uno to detect parking
  occupancy and display real-time availability, reducing
  stress and improving efficiency. It was Built with C, it
  streamlines private parking management with future
  plans for geostatic analysis to tackle congestion
- Space Shooter Game -I Developed a Space Shooter game as part of an Object-Oriented Programming (OOP) mini project, implementing player controls, enemy AI, collision detection, and smooth animations. Designed an interactive user interface and optimized game mechanics for performance. Applied OOP principles, event-driven programming, and JavaFX to enhance gameplay experience.