

Joel T George

Joel's NexusCrafts | LinkedIn | Github
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EDUCATION

KINGS ENGINEERING COLLEGE

B.E IN BIOMEDICAL
ENGINEERING

June 2020 - May 2024
Chennai, Tamilnadu, India
CGPA: 8.1 / 10.0

AVICHI HR SEC SCHOOL

HSC (+12)

June 2018 - May 2020
Chennai, Tamilnadu, India
Percentage: 49 / 100

LINKS

LinkedIn:// Joel T George
Github:// Joel-T-George
YouTube:// Joel T George
Blog:// Joel's NexusCrafts

COURSEWORK

GRADUATE

Internet of Things
Object Oriented Programming
Instrumentation
Circuit Designing
Image Processing
Software Development
Life Sciences
Embedded Systems

ADDITIONAL

Machine Learning
Graphical Designing
3D Modelling
Game Development
Product Development

SKILLS

PROGRAMMING

Python • Java • C • Javascript
Matlab • Typescript • Assembly

FRAMEWORKS

MERN • PyQt • React Native
• Django

TOOLS AND OTHERS

Blender • MS Office • IoT • SQL
• Arduino

PROJECTS

GAMIFIED REHABILITATION AND DIAGNOSTIC SOLUTION FOR LAZY EYE (AMBLYOPIA) AND VISUAL CONDITIONS

| RESEARCHER | DEVELOPER

Feb 2024 – Present | Chennai, Tamilnadu, India | Company Collaborated
Led the development of a Rehabilitation Game System for Lazy Eye using PyQt6, OpenCV, and Pygame technologies. Achieved a 73 Percentage improvement in patient engagement through advanced gaze tracking and interactive design

SMARTCLOTH BASED ON WEARABLE DEVICE FOR HEALTH MONITORING BY IOT CONNECTIVITY

| RESEARCHER | DEVELOPER

Apr 2023 – June 2023 | Chennai, Tamilnadu, India | Academies Project
Developed a wearable smart cloth system integrating sensors for health monitoring, using Node.js for remote patient data management. Successfully implemented local alerts with buzzer and LED indicators, enhancing patient monitoring efficiency by 78 percentage.

REAL TIME CHAT APPLICATION DEVELOPED USING REACT

| DEVELOPER

May 2021 – Present | Personal Project - Course Collaborate
Designed and implemented a real-time chat application using Typescript and the MERN (MongoDB, Express.js, React.js, Node.js) stack. Integrated web sockets for live communication, enabling users to chat with friends in real-time.

TIC- TAC-TOE AS DOG VS CAT WITH MIN-MAX ALGORITHM IN CHROME EXTENSION

| DEVELOPER

May 2021 – June 2021 | Personal Project

Created a Tic-Tac-Toe game in Chrome extension for leisure entertainment. Implemented a non-defeatable computer player using the Min-Max algorithm for challenging gameplay.

WORK EXPERIENCE

AARTHI SCANS AND LABS

| DATA ASSISTANT

Sep 2020 – Mar 2022 | Vadapalani, Chennai, India

During the COVID-19 pandemic, facilitated guidance and managed COVID reports at Arathi Scans and Lab, adeptly addressing customer queries and clarifying doubts. Cultivated strong communication skills and acquired valuable team management techniques through extensive interaction within the organization.

AWARDS

INTERNATIONAL CONFERENCE-ICECAPS 2024

| C. ABDUL HAKEEM COLLEGE OF ENGINEERING AND TECHNOLOGY

24 April 2024 | Melvisharam

Presented a Gamified Rehabilitation Project, showcasing innovative approaches and their potential impact on patient engagement and outcomes