K Sri Srinivasan

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PROFILE

Talented developer, willing to work hard with a result-oriented mindset, as well as an organized team player with a multi-skilled background.

PERSONAL DETAILS

Birth date
11th May,2000

Nationality
Indian

Address
108, Sri Tirumala Vintage, Basapura Village Road, Electronic City Post, Bangalore-560100.

CONTACT

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☎ 9916702237

in www.linkedin.com/in/k-sri-srinivasan-8b6bab20b

◯ https://github.com/KSriSrinivasan/projects.git

PROJECTS

1)Omnifood Web Application

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-It is a responsive food company webpage made using Html5, Css3, and jQuery.
-All contents on the website are well designed following web design norms with enticing design styles using css3 and animation using jquery.

2)Bankist Web Appplication

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-This is a simple well-designed bank transactions website made using javascript,html5, and css3.
-In this app user is asked to log in, then withdrawals and deposits of the user are displayed and this app also enables users to withdraw and deposit, taking the current user's balance into consideration.
-We use the concepts of arrays and oops well.

3)Pig Game Web Appplication

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-This is a simple but interesting two-player game application made using simple concepts of javascript, Html5, and Css3.
-Each turn, a player repeatedly rolls a die until either a 1 is rolled or the player decides to "hold": If the player rolls any other number, it is added to their turn total and the player's turn continues. If a player chooses to "hold", their turn total is added to their score, and it becomes the next player's turn. The first player to score 100 or more points wins.

4)Basketball Tournament Management Application

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-This is a well-made c++ project where the concepts of oops and efficient coding rules are followed.
-The teams and their details are entered by users/team managers which can be modified on the admin side in case of last-minute player changes and such.
-This application also allows the admin to generate tournament schedules/versus charts for this season and the admin has the authority to add match details for each match and keep it stored for future reference, this data can be accessed from the user's section as well.

5) Basketball Club Management Application

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-this is a simple basketball Club management application made using Python, SQLite, and also Python Tkinter for GUI.
-we have 2 major sections in this project the admin side and the user side.
-On the admin side we can modify, remove and view all player's details in the team, Whereas on the user side we have the basketball player registration form for club registration.

EDUCATION

BTECH(COMPUTER SCIENCE)
DAYANANDA SAGAR UNIVERSITY   7.79 CGPA   8/2018-6/2022

XII-CBSE
MAGNOLIA   71.00%   6/2018

X-ICSE
VIBGYOR HIGH   79.60%   6/2016

SKILLS

HTML5   CSS3   JavaScript   Python   C++   C   MySQL   Java   JQuery

LANGUAGES

✓ English, Tamil and Hindi

INTERESTS

✓ Basketball, Martial Arts, Skating and Badminton