# G KARTHICK RAJ
### B.E. - Electronics & Communication Engineering
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## BRIEF SUMMARY

I am a highly motivated and detail-oriented ECE engineer and Python developer with a passion for innovation and developing technology. I am a driven learner, continuously seeking to stay updated with the latest advancements in the field. Open to exciting opportunities that utilize my skills and drive positive change in the industry.

## KEY EXPERTISE

Python (Selinium, Tkinter, Flask, Pandas, Numpy, Turtle, Python Anywhere) · MySQL · C++ · HTML · CSS · Microsoft Excel

Microsoft PowerPoint · Time Management · Problem Solving · Analytical Skills · Adaptability

## EDUCATION

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|---|---|
| **Sri Sivasubramaniya Nadar College of Engineering** | 2020 - 2024 |
| B.E. - Electronics & Communication Engineering   \|   CGPA: **8.96 / 10.00** | |

| | |
|---|---|
| **D.A.V Senior Secondary School, Chennai** | 2020 |
| 12$^{th}$   \|   CBSE   \|   Percentage: **94.20 / 100.00** | |

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|---|---|
| **D.A.V. Senior Secondary School, Chennai** | 2018 |
| 10$^{th}$   \|   CBSE   \|   Percentage: **94.80 / 100.00** | |

## PROJECTS

### Email/SMS Spam Classifier
06 Mar, 2023  -  06 May, 2023

**Team Size:** 2

**Key Skills:** Python · Machine Learning

**Project Link:** https://github.com/KarthickRaj536/Email-SMS_Spam-_Classifier

This project focuses on developing an Email/SMS spam classifier using the Naive Bayes theorem. The goal of this project is to classify a given message as either spam or ham using the Naive Bayes classifier. The performance of the classifier is evaluated using metrics such as accuracy, precision, recall, and F1-score. The results show that the Naive Bayes classifier is an effective method for email/SMS spam classification, with high accuracy and low false positive rates. Libraries used are Numpy, Pandas, Matplotlib, Seaborn, Scikit-learn, Streamlit, Collections, Wordcloud, Pickle. Skills required were data analysis and visualization, python, machine learning, feature engineering.

### IoT based Weather Reporting System
07 Mar, 2023  -  03 May, 2023

**Team Size:** 3

**Key Skills:** Internet of Things · Raspberry Pi · Sensors · Python

**Project Link:** https://github.com/KarthickRaj536/-IoT-based-Weather-Reporting-System

The main aim of the project is to develop a IoT based weather reporting system.
The main objectives of the weather reporting system are as follows:
1. To design a system that collects data about weather in real time and is highly reliable and accurate.
2. To develop an alerting system using some threshold values for different weather parameters.
3. To develop a report that is useful in sports for athletes, coaches, and spectators. With this project, real-time weather data can be gathered and analyzed to provide valuable insights for various outdoor sports activities.

### Quiz App (Tkinter module)
12 Apr, 2023  -  19 Apr, 2023

**Key Skills:** Python (Tkinter, Requests) · Object-Oriented Programming

**Project Link:** https://github.com/KarthickRaj536/Quiz_App/tree/main

The Quiz App is a basic quiz app built using the Tkinter and Open Trivia DB API, designed to challenge users with a variety of intriguing questions from different categories. This project aims to provide a user-friendly and simple quiz platform that can be enjoyed by people of all ages.

### Games using Python (Turtle module)
15 Jan, 2023  -  22 Jan, 2023

**Key Skills:** Python (Turtle) · Object-Oriented Programming

**Project Link:** https://github.com/KarthickRaj536

This is a combination of three games built using the turtle module on python. These games are:
1) Turtle Crossing Game :The objective of the game is to safely guide the turtle from the bottom of the screen to the top, navigating through a series of obstacles, which are represented by moving vehicles.
2) Snake Game: This game involves controlling a snake to eat food and grow longer while avoiding collisions with the screen boundaries or its own body.
3) Pong game: This game includes two player-controlled paddles and a bouncing ball, where each player aims to protect their paddle while attempting to score by getting the ball past the opponent's paddle.

## ACHIEVEMENTS

- Scribble It (IEEE Event) (Semi-Technical Event) Won 2nd Place
- Top 10 rank holder in 1st year (9th rank)
- Played for the school cricket team (2015-2018)

## ASSESSMENTS / CERTIFICATIONS

**100 Days of Code: The Complete Python Pro Bootcamp for 2023**

**Key Skills:** Python

This course helped me in learning python as a whole. Learnt different frameworks and modules like Selenium, Beautiful Soup, Request, Flask, Pandas etc. The course also helped in applications of machine learning and data science. Built a lot of projects.

**Programming for Everybody (Getting Started with Python)**

**Key Skills:** Python

Learned the basics of python.

## WEB LINKS

- Github - https://github.com/KarthickRaj536

## PERSONAL DETAILS

**Gender:** Male
**Marital Status:** Single
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**Date of Birth:** 29 Sep, 2002
**Known Languages:** English, Tamil, Hindi
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