Kavin A S

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Profile Summary

Passionate software developer with a strong interest in creating innovative, efficient solutions through clean, scalable code. Skilled inproblem- solving, collaboration, and clear communication, with a focus on continuous learning and delivering high-quality user experiences.

Education

Manakula Vinayagar Institute of Technology
Bachelor of Information Technology, Current CGPA: 7.7

2022 - Present
Puducherry,India

St.joseph's. Hr. Sec. School
HSC – 75.5%

2021 - 2022
Cuddalore, India

St.joseph's. Hr. Sec. School
SSLC – 61.8%

2019 - 2020
Cuuddalore, India

Experience

Workshop by Datanerdz.ai

Feburary 2024

- Assisted me to enhance my knowledge on web application.
- And I got a clear vision about application and gained some knowledge in Stacks.
- End of this Workshop I had developed a Portfolio for my future use.

Internship

September 2024

On Web Development by CHERRI TECHNOLOGIES

- Gained experience on project management and team work.
- Acquired hands-on experience in integrating various technologies and APIs.
- With Html , Css, Js and PhP.

Projects

3-D Console Based Game | *C#, Visual Studio Code, Unity Engine, Git*

September 2023

- It is 3D Game .
- It contain a 3D object as player.
- The player want to move from start point to an end point.
- There was some obstacles based on the collusion the Player's point will be calculated.

AIR MOUSE | *Arduino, Arduino IDE, C, Git*

June 2023

- I have used the Arduino LEONARDO board , MPU6050.
- By using C Language, Library Mouse.h and Cordinates form MPU-6050 are given to the Arduino Board .
- And this mouse can be connected through both wire and
- wireless .

VOTING SYSTEM | *Java, Java swing, JDBC, SQL*

March 2024

- Create a simple voting system java swing to build a basic user interface for voting.
- And I can able to store the information in my database locally and I can retrieve data from DB using Java JDBC connection.

Technical Skills

Languages: Java, Python, C/C++, SQL, C#, Js, HTML, CSS
Developer Tools: Git, VS Code, Unity Engine