Kavin A S

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**Manakula Vinayagar Institute of Technology** *Bachelor of Information Technology, Current CGPA: 7.8* **St.joseph’s. Hr. Sec. School**

*HSC – 75.5%*

**St.joseph’s. Hr. Sec. School**

*SSLC – 61.8%*

Experience

## 2022 - Present

*puducherry,India*

## 2021 - 2022

*cuddalore, India*

## 2019 - 2020

*cuuddalore, India*

*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

*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 Ajax and PhP.

September 2024

# Projects

**3-D Console Based Game** | *C#,VisualStudio,UnityEngine, Git*

* 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.

**HOTEL SITE** | *HTM, CSS, BootStrap,VisualStudio, Git*

* It a simple frontend page.
* By using the BootStrap made the page as resolution relative.
* Clean and simple CSS which is responsive.

## Sept 2023

Jan 2024

**VOTING SYSTEM**| Java, Java swing, JDBC, SQL March 2024

* A Simple Voting System by using java by using Swing(lib) can create a Simple user interface to perform Voting system.
* 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#, JavaScript, HTML, CSS

**Frameworks**: React, Node.js

**Developer Tools**: Git, VS Code, Visual Studio, UnityEngine