

KIERTHANA RAJESH

Chennai 🏠

9444327019 📞

kierthanars@gmail.com ✉

linkedin.com/in/kierthana-rajesh-

8b8b42256/ 🌐

github.com/KierthanaRS 🌐



OBJECTIVE

Results-oriented B.Tech IT student passionate about technology and travel, seeking a challenging internship or entry-level position where I can leverage my technical skills in areas like software development, database management, and web technologies.



EDUCATION

B. Tech | Chennai Institute of Technology

2022 – CURRENT

A technology enthusiast currently perusing B. Tech Information Technology

Current CGPA:9.11

High School | Bharathi Vidyalaya Senior Secondary School

2007 – 2022

Completed higher secondary education with 95.4 % result.



INTERNSHIP

Student Internship | IBM

18/10/21– 30/10/21

Shortlisted candidate for the virtual student internship, worked on the project Garbage Separator a product which segregates waste into biodegradable and non-biodegradable using image classification techniques in Deep learning.

Backend Development Internship | Arwin networks

21/07/23– 27/09/23

I completed a rigorous backend development internship at Arwin Network, gaining hands-on experience in building robust RESTful APIs using Express.js and integrating them with MySQL databases. Collaborated closely with a talented team, solving technical challenges and developing custom middleware functions.



SKILLS

- Python
- C++
- MySQL
- Vue Js
- Express Js
- Figma
- C
- Java
- HTML
- CSS
- Java Script
- Data Structures



PROJECTS

- **Hospital Management System**
I independently developed a Hospital Management System using Python, MySQLConnector, and PySimpleGUI. This project streamlined staff and patient data management through an intuitive interface. This experience enhanced my skills in Python programming, database integration, and user interface design.
- **Suggestion system**
I created a dynamic Suggestion System using Python, MySQLConnector, and PySimpleGUI. This system analyzes sales data and identifies the top-selling products for specific days of the week. Through effective utilization of Python, MySQLConnector for database connectivity, and PySimpleGUI for the user interface, I developed an efficient tool for data-driven decision-making.
- **Wonder Whiz**
I created an interactive quiz website using HTML, CSS, and JavaScript. This project involved crafting engaging user interfaces with HTML and CSS and implementing dynamic quiz functionalities with JavaScript. Users can participate in quizzes, answer questions, and receive instant feedback.
<https://kierthanars.github.io/Quiz/index.html>
- **Wanderlust ways**
I designed and developed a comprehensive Travel Planning Website utilizing HTML, CSS, JavaScript, PHP, and MySQL. This multifaceted platform empowers users to add and organize travel plans seamlessly. Through the integration of PHP and MySQL, users can create detailed travel itineraries, including travel arrangements, real-time weather updates, accommodation options, and a day-by-day guide to explore attractions.
- **Live Photo to Pencil Sketch**
I developed an engaging project that transforms live photos into captivating sketches in real-time. Leveraging advanced image processing techniques and Python libraries such as OpenCV, I created a seamless interface where live camera feeds are instantly converted into artistic sketches.
- **To Do App**
An app to take notes of all the day to day activities. Build using Python modules like PySimpleGUI for the user interface
- **Rock Paper Scissor Game**
Designed and implemented an interactive Rock, Paper, Scissors game using Python and the PySimpleGUI module. This project showcases my proficiency in Python programming and GUI development. The game offers a visually appealing and user-friendly interface, enhancing the classic gaming experience. Developed with a focus on code simplicity and elegance using PySimpleGUI, this project demonstrates my ability to combine technical skills with an intuitive design approach.
- **Whack-a-mole Game**
Engineered an engaging Whack-a-Mole game using a dynamic blend of HTML for structure, CSS for styling, and JavaScript for interactive gameplay. The Whack-a-Mole game not only demonstrates my grasp of essential web technologies but also reflects my commitment to creating interactive and entertaining web experiences.