Krishnapriyan B - Portfolio

About Me

Hello! I'm Krishnapriyan B, an enthusiastic and dedicated student with a strong foundation in **Python programming**. I have hands-on experience in **GUI development using Tkinter** and a solid understanding of **Pygame basics for game development**. I am actively expanding my technical skillset, currently learning **C programming** to deepen my understanding of systems-level applications.

I am always ready to learn from anything, anyone, anytime. I am highly motivated to apply and expand my skills in real-world scenarios, particularly in **cybersecurity** and **game development**. I am eager to contribute to innovative projects and grow professionally through challenging opportunities.
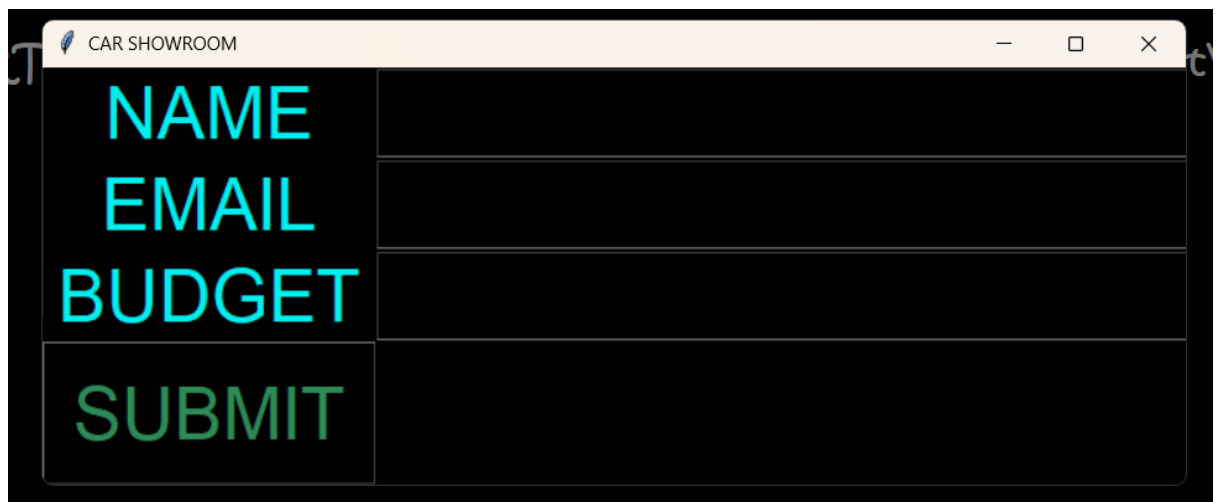
Projects

1. Tata Showroom Management GUI

- **Description:** A desktop application developed using Python's Tkinter library to simulate basic operations within a car

showroom environment. This project demonstrates proficiency in creating interactive graphical user interfaces and handling user input.

- **Key Features:** Screenshot shows user form. According to the budget car models are shown.

- **Technologies Used:** Python, Tkinter

- **Skills Demonstrated:** GUI Development, Python Programming, Problem Solving, Basic Data Handling.

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2. Introduction to Game Development with Pygame

- **Description:** An exploration into fundamental game development concepts using the Pygame library in Python. This project involved learning core elements such as handling user input, sprite

animation, basic collision detection, and structuring a game loop.

- **Key Learnings:** Game Loop Mechanics, Sprite Manipulation, Event Handling, Basic Physics Simulation (e.g., movement, bouncing).
- **Technologies Used:** Python, Pygame
- **Skills Demonstrated:** Game Development Basics, Python Programming, Library Integration, Creative Problem Solving.

3. C Programming Exploration (Work in Progress)

- **Description:** Currently undertaking a self-paced study of the C programming language to build a strong foundation in lower-level programming concepts. This ongoing learning initiative is aimed at understanding memory management, pointers, and data structures, which are crucial for advanced software development and cybersecurity applications.
- **Current Focus:** Becoming beginner to pro.
- **Technologies Used:** C Language

Skills Demonstrated: Active Learning, Foundation Building, Systems-Level Thinking (developing).

Skills

- **Programming Languages:** Python, C (Learning)

- **Libraries & Frameworks:** Tkinter, Pygame

- **Tools:** Canva

- **Concepts:** Object-Oriented Programming (OOP) Basics, GUI Development, Game Development Principles, Problem Solving, Rapid Learning, Design & Presentation.

- **Interests:** Cybersecurity, Game Development, Graphic designing.

Contact

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