



# Mahadevan K

Portfolio:

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## Objective

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I am a highly motivated Full-Stack Developer with a strong foundation in web and software development. I have honed my expertise in front-end and back-end technologies, Passionate about building scalable, efficient, and user-friendly applications, I am always eager to learn and implement the latest industry trends to drive innovation and enhance user experiences.

## Education

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- **B.tech (information technology)**  
Mookambikai college of engineering, Pudukkottai (CGPA-7.24)  
~ 01-10-2020 to 19-06-2024
- **HSC**  
Navina higher secondary school,Thiruvonam (62%)  
~2020
- **SSLC**  
Navina higher secondary school,Thiruvonam (83%)  
~2018

## Skills

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- Frontend: HTML, CSS, JavaScript, Bootstrap, React.js Backend: Java, Spring Boot, Spring Framework, Servlet, JSP, Applet Database: MySQL Other: REST APIs, Version Control (Git)

## Internship

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- **Maamind ,T nagar, chennai**  
Java Full-Stack developer

## Projects

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- **Resort-Booking-Application**
  - >Developed a full-stack Resort booking system using React for the frontend, Java (Spring Boot) for the backend, and MySQL for data management.
  - >Implemented a responsive and user-friendly UI with Bootstrap.
  - Designed and integrated secure authentication and booking functionalities.
  - >Utilized MySQL Workbench for database management and Visual Studio for development.
- **Personal Portfolio**
  - >Developed a responsive personal portfolio website using React.js.
  - >Showcased projects, skills, and contact details with an interactive UI.
  - >Implemented smooth animations, dynamic routing, and optimized performance.
- **Touchless Gaming: Integrating OpenCV Hand Tracking with Unity3D**
  - >Developed an innovative touchless gaming system integrating OpenCV hand tracking with Unity3D to enable gesture-based interactions. The project aims to promote safe, hygienic, and immersive gaming experiences for children under 12 by eliminating direct touchscreen contact. Implemented real-time hand gesture recognition to control in-game elements, enhancing user engagement and reducing health risks.
  - >Technologies Used: OpenCV, Unity3D, Python, C#
  - >Tools: Unity Engine, OpenCV Library, Visual Studio, Python IDE