MEYAZHAGAN C N

B.Sc Electronics

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Thiruchengode, Namakkal(dt).

Tamil Nadu – 637209.

Current Location : Bangalore, Karnataka.

EDUCATION

2016-2019	PSG College of Arts & Science, Coimbatore.	7.1
2016	12th SRV Boys Higher Secondary School, Rasipuram.	82%
2014	10th KSR Matriculation School, Thiruchengode.	94%

INTERNSHIP & TRAINING

At **Bharat Sanchar Nigam Limited (BSNL)**, Race course, Coimbatore.

- About Broadband Communication System.
- Call Switching System and circuits.
- Networking System.
- Cellular Communication.
- Asymmetric digital subscriber line.

TECHNICAL SKILL

- Java, Servlets, JSP, JDBC.
- Java Frameworks.
- Data Structures and Algorithms

Basic Knowledge

- Python.
- MySQL.
- HTML, CSS.
- JavaScript.
- Github Repository

JAVA PROJECTS

Quarantine Projects :

- Chip 8 Emulator.
- Basic 3D Render Engine(Swing).
- Sudoku Solver.
- Finding Shortest distance.

Github link :

https://github.com/Meyazhagan?tab=repositories.

ACADEMIC PROJECTS

Spinning LED Display Using Arduino Nano.

- Microcontroller finds hall sensor as staring point
- LED's starts blink to pattern of text (Matrix).
- Due concept of persistence of vision, we fell it as one piece of text is displayed.

LINKEDIN PROFILE

https://www.linkedin.com/in/mey-azhagan-7162901b0

CHIP 8 EMULATOR

- Implemented pseudo operation for each opcode.
- It emulate architecture of chip 8 to run .c8 file.

From this project I

- Learn to implement bitwise operator.
- Got great understanding of how an complied program is executed.
- Understood how an emulator is build.

BASIC 3D RENDER ENGINE USING SWING

- Implemented depth buffer algorithms to get 3D view.
- Implemented rotation, scaling and shading of triangles.

From this project I

- Learn to implement rotation, scaling in matrix representation.
- Learn how to implement matrix multiplication and transpose.
- Calculated surface normal using vector cross product.
- Using normal implemented shading of triangle.

SUDOKU SOLVER

- Sudoku problem is visualized to solve it.
- Program will fill valid output, if there is any invalid output, it will back track and correct the mistake.
- The program will also allow the player to play.
- It will also evaluate user input.

From this project I

- Understood of back tracking algorithm.
- Understood of layouts and designing in swing.

FINDING SHORTEST DISTANCE

- We can set start and destination to find routes.
- We can also draw wall to ignore that way.

From this project I

- Using A* searching algorithm to find shortest distance.
- Learn about back tracking algorithm.
- Learn to visualize an algorithm.
- Understood of working of finding routes in map.