

# Mounika M

Email : [mounikavin123@gmail.com](mailto:mounikavin123@gmail.com)

LinkedIn: <https://www.linkedin.com/in/mounika-m-2b37bb257/>

GitHub: <https://github.com/Mounikavin>

Leetcode: <https://leetcode.com/u/Mouni2108/>

Contact : 9842182000



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## CAREER OBJECTIVE:

□ To secure a challenging position in a dynamic organization where I can apply my skills and academic knowledge, grow professionally, and contribute to the success of the company.

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## EDUCATIONAL QUALIFICATION:

DEGREE	NAME OF INSTITUTION	YEAR OF PASSING	PERCENTAGE/CGPA
B.E Computer Science And Design	Karpagam Academy Of Higher Education.	Pursing	9.07
HSC	Vani Vidyalaya Matric Higher Secondary School.	2022	84.3
SSLC	Vani Vidyalaya Matric Higher Secondary School.	2020	90.8

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## INTERNSHIP:

□ Interned at “**ETHER INFOTECH**” as **python Developer** for duration of 10 days.

### *Learning Outcome:*

□ Gain proficiency in Python programming to develop scalable applications, and solve real world problems using core libraries and frameworks.

**PROJECT:**

□ **Title** : “TIC TAC TOE GAME”

**Duration** : 7 days.

**Abstract** : To develop an interactive “Tic Tac Toe” game with a user-friendly **Graphical UserInterface (GUI)** that allows two players (or a player against the computer) to play seamlessly. The game will focus on simplicity, functionality, and visual appeal while providing a fun and engaging experience.

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**AREA OF INTEREST:**

- Web based Game Development.
  - Full Stack Development.
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**TECHNICAL SKILL:**

- **Programming Language** : C , Python ,C++,Java .
  - **Web Development** : HTML,CSS.
  - **Software Tools** : MS Word, PowerPoint.
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**CERTIFICATION:**

- Certified in “ **HTML,CSS** ” by ETHER INFOTECH a 1 day WorkShop.
  - Certified in “**AI SOFTWARE ENGINEERING**” by INFOSYS.
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**PERSONALITY TRAITS:**

- Proactive.
  - Innovative.
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**DECLARATION:**

- I hereby declare that the above information is true and correct to the best of my knowledge and belief.

**DATE:**

**PLACE :**

*af. Bafuan*

**SIGNATURE**

