MUGESH R

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https://github.com/Mugeshking33



CAREER OBJECTIVE

Hard-working, team player seeking an opportunity to incorporate my skills to develop myself as well as organization.

ACADEMIC CREDENTIALS

| Course | Institution | Year of passing | Percentage/CGPA |
|--|--------------------------------------|-----------------|--------------------------------|
| B.E Computer Science And Engineering | Karpagam Academy of Higher Education | 2025 | 6.2(Till 6 th sem) |
| HSC | S.K.G. Higher Secondary School | 2021 | 78 |
| SSLC | S.K.G. Higher Secondary School | 2019 | 71 |

AREA OF INTEREST

- DSA (Data Structures and Algorithms)
- OOPS (Object-Oriented Programming Systems)
- Web Development

TECHNICAL SKILLS

Programming Languages : JAVA | C | PYTHON Front-end-Tech: HTML | CSS | JAVASCRIPT

PROJECT:

BOMBERMAN GAME(console) | JAVA:

- Developed a Bomberman game to enhance OOP skills, focusing on encapsulation, inheritance, and polymorphism.
 - 1. Implemented core game mechanics: player movement, bomb placement, and explosion effects.
 - 2. Designed levels with increasing complexity and optimized code for performance and efficient user input handling.

https://github.com/Mugeshking33/Bomber-man

CERTIFICATIONS

- Certified in "Basic of Java" from GUVI.
- Certified in "Basic of Python" from Springboard.

ACHIEVEMENTS

CODING:

- Solved 250+ problems in Leetcode with using algorithm's.
- Solved 300+ problems in Geeksforgeeks with using algorithm's.
- Solved 300+ problems in CodingNinjas with using algorithms.

TECH PROFILE LINKS

LeetCode : https://leetcode.com/mugeshking33/

Geeksforgeeks : https://www.geeksforgeeks.org/user/mugeshkwkss/CodingNinjas : https://www.naukri.com/code360/profile/mugeshR/

PERSONALITY TRAITS

- Leadership
- Team worker

DECLARATION

I hereby declare that the particulars of information and facts stated above are true to the best of my knowledge.

Place: Coimbatore **Date: 00 / 00 / 2024**

[MUGESH R]