

AGNEL SELVAN

To succeed in an environment of growth and excellence and earn a job which provides me job satisfaction and self-development and helps me achieve personal as well as organisational goals.

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EDUCATION

Xavier Institute of Engineering, Mumbai

2017 - PRESENT

Computer Engineering 8.04

SIES, Mumbai

2015 - 2017

Science (HSC from MSBSHSE board) 60%

Our lady of good counsel high school, Mumbai

2015

SSC from MSBSHSE board 80.8%

WORK HISTORY

SJAIN VENTURES (Mobile Application Dev) OCT-2020 to DEC-2020

- Developed an android and IOS application using Cross Platform Programming Language **Flutter** .
- Designed and implemented scalable applications.
- REST API , Error Handling.

PROJECTS

Music LAB (02/2021)

A music Player Mobile Application. ([Launched this app on amazon app store](#))
Technology: **Flutter**.

Annai Store(Mobile App), (05/2020 - 06/2020)

This manages the product in stock, tax report and all with clean UI and with exciting features on it. ([Project link](#)) .

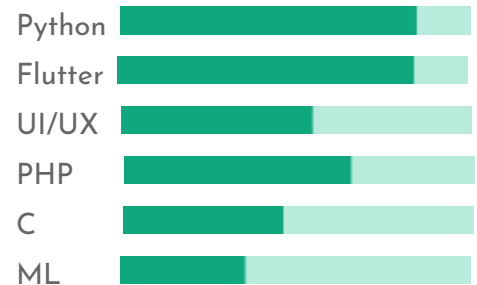
Technology: **Flutter and Firebase**.

News Up (Mobile App), (04/2020 - 05/2020)

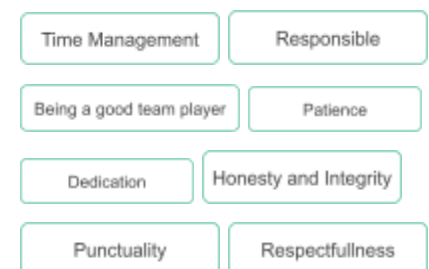
This application is basically used for viewing news with quick updates and news can be searched with different categories. ([Launched this app on amazon app store](#))

. Technology: **Flutter and news API**.

SKILLS



STRENGTH



INTERESTS



Personal Face and Emotion Recognition, (academic project)

The model will recognize each face and identify their name based on the input given to the trained model. CNN is used for training the dataset ([Project Link](#)).

Technology: **Python and Tkinter for UI.**

Computer-Store, (08/2019 - 09/2019) -academic project

This project is basically an online E-Commerce website where users can buy the product through online payment. ([Project Link](#))

Technology: **HTML, CSS ,PHP and PayTM for online payment Gateway.**

AWARDS

Awarded as the 1st in ApScript Hackathon (02/2021).

This event was organised by **IEEE** based on the problem statement given me and my team developed a Flexible **Mobile Application** using **FLUTTER** which solved the problem given by the organisation.

Awarded as the 2nd runner up for the Line Follower Bot (02/2019).

This event is conducted at **St.John College of Engineering and Management**. Arduino programming language and Arduino UNO is used for developing this project.

Awarded as Best Resume Building in Virtual Placement (03/2020).

This event is conducted at **Xavier Institute of Engineering**.

Participated in 36 hours AIDL Hackathon conducted by UNFYND Company (03/2020).

Developed an android application for detecting receipt and converting image to text from the given receipt.

Technology is **FLUTTER** and **PYTHON**.