SOMNATH GORAL

COMPUTER SCIENCE ENGINEER

OBJECTIVE

A motivated B.E. graduate seeking a job opportunity as an entry-level engineering trainee. I am looking to enhance my skills with extensive work, which can benefit the company in the long run.

TECHNICAL SKILLS

PROGRAMMING:

- Java
- python (Basics)

DESIGNING:

HTML and CSS

TOOLS & TECHNOLOGIES:

- · MS Office
- · Visual Basic

ACHIVEMENTS

- In ICT Academy Youth Talk-2019.
- Paper presentation on 5G technology at Karpagam College.
- Participated in Skinput Technology Workshop conducted by
 - ETS academy in Erode.
- Participated in GUINESS WORLD RECORD EVENT

Conducted by GUVI (2021).

COURSES

- Oops using Java.
- Front End Web Development -HTML and CSS.
- IEEE English for Engineering: Listening, Speaking, Reading and Writing (Introductory, Intermediate and Advanced Level).

ACTIVITES

- INPLANT TRAINING PHP conducted by LITZH Tech
- TRAINING JAVA Programming by Kumaran Systems

LANGUAGE KNOWN

English Hindi Tamil Bengali

EDUCATION

NANDHA ENGINEERING COLLEGE(2019-2023)

Bachelors in computer science

CGPA: **8.9** 2023 Passed out

KONGU MATRIC.HR.SEC.SCHOOL, UTHUKULI.

Higher Secondary School(2018-2019) with 73.5% Secondary School(2016-2017) with 85.5%

PERSONAL SKILLS

Strategic Planner Communication

Leadership Time management

Decision making Optimistic

AREA OF INTERST

Web Design

Software Development

Data Science and Analytics

Cloud Computing

PROJECT EXPERIENCE

IOT BASED CHILD SAFETY DEVICE FOR NOTIFICATION AND MONITORING | JANUARY 2023

The ultimate target of this project is to create a comprehensive system that ensures the safety and well-being of children by providing real-time monitoring and notifications to parents or guardians. This system aims to address concerns related to child safety in various environments, such as at home, school, or in public places.

TEXTILE MANAGEMENT SYSTEM | AUGUST 2022

A Textile Management System is a software application designed to streamline and automate various processes involved in the textile industry, including manufacturing, inventory management, sales, and distribution.

MINI MATH GAME| FEBRUARY 2021

Developed a Java-based mini math game utilizing Swing components for the graphical interface. Implemented random generation of math questions involving addition, subtraction, and multiplication. Incorporated input validation and scoring system to track player performance.

DECLARATION

I hereby declare that all the information furnished above is true to the best of my knowledge.