Pavithra VV

Python Full Stack Developer

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EDUCATION

The American college
Master of Computer Application
2022-2024

Mangayarkarasi college of arts and science
Bachelor of Computer science

2019-2022

SKILLS

- **Programming Languages**: Python,
- **Frameworks & Libraries:** Django, Bootstrap
- **Front-End Technologies**: HTML5, CSS3, JavaScript
- **Databases**: MySQL
- **Version Control**: Git, GitHub
- **Tools:** Visual Studio Code

CERTIFICATE

Completed-**Python Fullstack Development** Course in Oranium Tech Institute.

Aug 2024 -Dec 2024

PROFILE

Aspiring Python Full Stack Developer passionate about building user-centric, responsive, and scalable web applications. Proficient in Python, Django, React.js, and MySQL, with a commitment to delivering innovative solutions and contributing to team success.

PROFESSIONAL SUMMARY

- Proficient in **Python** with a solid foundation in problem-solving and scripting for developing efficient backend systems.
- **Front-End Expertise**: Skilled in HTML, CSS, and JavaScript to design interactive and visually engaging user interfaces.
- **Modern Frameworks:** Hands-on experience with Django and Bootstrap for crafting dynamic and responsive web designs.
- **Backend Development:** Proficient in Django and Flask for building robust RESTful APIs and server-side logic.
- **Database Integration:** Experience with MySQL for performing efficient data management and high-performance application workflows.
- **Version Control:** Adept in Git and GitHub, enabling seamless collaboration, version tracking, and code management.
- **Full Stack Synergy:** Strong ability to integrate front-end and back-end technologies to deliver cohesive, user-centric solutions.

PROJECT 1

PROJECT DESCRIPTION

Developed a classic Snake Game using Python and the Tkinter library. The project focuses on creating an interactive game with a dynamic grid-based environment, showcasing core programming principles and GUI development.

ROLES AND RESPONSIBILITIES

- Designed and implemented the game logic, including snake movement, food generation, and collision detection.
- Developed the graphical user interface (GUI) using Tkinter, enabling real-time animations and user input handling.
- Utilized modular programming to ensure the codebase was easy to maintain and extend.
- Created a scoring mechanism to track player progress and implemented game-over conditions for collisions.
- Optimized the game loop using the after() method in Tkinter for smooth gameplay.

PROJECT 2

PROJECT DESCRIPTION

Image classification is used to narrow the gap between computer vision and human vision so that machine can recognize the image in same way like human recognize a image Although the existing traditional system has been widely applied in practical problem but there are some problem in practical processes such as low classification accuracy, weak adaptive ability and unsatisfactory effect.

ROLES AND RESPONSIBILITIES

- This project discuss the basic concept related to image classification using deep learning various algorithm used for image classification advantages of deep learning in image classification and various application in which image classification using deep learning are used.
- Designed and developed a scalable backend using Python and Machine Learning Algorithm with a robust database schema in MySQL.
- Implemented a user-friendly and responsive frontend using HTML, CSS, JavaScript, and Bootstrap.
- The results include the comparison of the accuracy of emotion detection between the training and testing phase.

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