PRAVEEN RAAJ A/L ANANDARAJ

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Seremban, Negeri Sembilan

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Professional Experience

Ceramtec Innovative Ceramic Engineering(M) Sdn Bhd, Internship(Maintenance/IT)

- Provided diverse IT support, including troubleshooting and installation /configuration of software and hardware.

- Conducted audits and verifications of the 110 machines' operating systems, ensuring compliance with security protocols and organizational standards.
- Collaborated with engineers and successfully developed slip level monitoring system with 97% accuracy rate.

Seremban, Negeri Sembilan

07/2022 - 10/2022

GOLDEN SCREEN CINEMAS(GSC), GSC Staff

- Provided great customer service in a fast-paced retail environment.

- Preserved a clean and organized work environment, adhering to all food safety regulations.

03/2019 – 07/2019 Seremban, Negeri Sembilan

Education

UNIVERSITI TEKNOLOGI MALAYSIA, ELECTRICAL AND ELECTRONIC ENGINEERING (COMPUTER ENGINEERING)

GPA: 3.21

GPA. 5.21

DEAN'S LIST: SEMESTER 7

KOLEJ MATRIKULASI JOHOR,

MALAYSIAN MATRICULATION PROGRAMME(ENGINEERING)

GPA: 3.37

SEKOLAH MENENGAH KEBANGASAAN BUKIT MEWAH.

SIJIL PELAJARAN MALAYSIA

GPA: 10A 1B

2013 – 2017 Rasah,

Negeri Sembilan

Tangkak, Johor

2019 - 2023

Skudai, Johor

2018 - 2019

Languages

English | Malay | Tamil

Skills

PROGRAMMING LANGUAGES

C, Python, C++, PHP, SQL

WEB DEVELOPMENT HTML, CSS, JavaScript,

Django

SOFTWARE TOOLS & TECHNOLOGIES

Arduino, Visual Studio Code, GitHub, Linux, SDLC, MySQL, CI/CD

Projects

CUSTOMER RELATIONSHIP MANAGEMENT (CRM), Personal Project

2024

- Developed a simple customer relationship management (CRM) application using Django (Python framework), Bootstrap and MySQL for data persistence and hosted in PythonAnywhere.
- Implemented CRUD (Create, Read, Update, Delete) operations for managing customer data within the CRM application.
- Utilized Git for version control and GitHub, ensuring efficient code management and collaboration.

DIGITAL CHESS CLOCK FOR VISUALLY IMPAIRED PEOPLE,

2023

Final Year Project

- Utilized Arduino IDE to program an Arduino UNO board, generating audio outputs of the players' time remaining.
- Evaluated the model with 4 beginner level blind chess players with 94% success rate while achieving the project objectives.

QR CODE DOOR LOCK SYSTEM,

2022

Electrical Engineering Capstone Showcase(EECS2022)

- Successfully coordinated with a team to manage and complete a QR code-based access control system project.
- Designed and implemented QR code-based access control system, which offers safety and accessibility.
- Adapted IoT applications (IFTTT, Firebase) to automate user access logging and improve data management the system.

Organizations

Persatuan Mahasiswa Hindu (PMH UTM), Exco Academic

- Directed the committee of a LinkedIn workshop of PMH UTM, empowering participants with basics of the LinkedIn profile.
- Volunteered as Vice Director of Virtual Helping Hands 2.0 at PMH UTM, coordinating and managing tasks to support the committee consists of 50 members.

Jawatankuasa Mahasiswa Kolej Tuanku Canselor(KTC), Comittee of Biro Inovasi

- Administered software and hardware support for the launch of the Drone Gimmick at the Royal Engineering Festival 2020.

Program Toyota Eco Youth (2016), Participant

- Contributed technical expertise to the team, troubleshooting and resolving solid waste management issue in residential area in Rasah Jaya.
- Introduced around 5 innovative solutions as a team to enhance project efficiency and sustainability.
- Managed to win creative exhibition booth award worth around RM 1000.
