

PRETHIVEERAJAN

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A student with a fervent interest in technology, I am eager to apply my knowledge and skills to real-world projects. Driven by a passion for innovation and a commitment to continuous learning, I am excited to contribute creatively to diverse projects and further develop my expertise.

INTERNSHIP EXPERIENCE

Monolith Private Limited, Chennai

2022

Intern

- Developed games using diverse engines like Unreal and Unity.
- Collaborated with industrial experts to share knowledge and gain insights.
- Conducted pre-development research, including market analysis, player preferences, and industry trends.

SKILLS

- | | |
|----------|-----------|
| • Python | • MongoDB |
| • C | • Node JS |
| • SQL | |
| • React | |

PROJECTS

Elderly Fall Detection and Real-Time Monitoring System

Developed an elderly fall detection system using MPU6050 and location tracking sensors with real-time monitoring via IoT (Think Speak) for timely assistance. Incorporated machine learning to classify true falls versus false alarms using SVM, enhancing accuracy. The system ensures improved safety by effectively reducing false positives

Automated Job Extraction and Email Generator

Developed a tool using **Groq**, **LangChain**, and **Streamlit** to extract job listings from recruiter career pages based on user-provided URLs. Automated the generation of personalized cold emails with portfolio links from a vector database, tailored to specific job descriptions. Simplified the job search process for students, enhancing engagement with recruiter

Smart Parking Management System

Developed an intelligent system combining computer vision and web technologies to provide real-time parking availability and traffic updates using react framework For Frontend. Mongo DB to process live and pre-recorded video feeds for parking spot detection with OpenCV and YOLOv8 .

EDUCATION

Saveetha Engineering College

2021 – Present

Course: B.Tech Artificial Intelligence and Data Science

CGPA:8.2

ACHIEVEMENTS & AWARDS

- Coordinated workshops and managed events as a Department Coordinator for the Drestien event in the third year.
- Organized an award-winning event, earning the Best Event Award recognized by the Principal.
- Led the Unreal Game Development community as Team Leader, organizing monthly events to foster student engagement and skill development.