VIJAYA RAGHAVAN V

2ND YEAR STUDENT

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|  | CONTACT Phone: 9150147014  [vijayaraghavan2376@gmail.com](mailto:vijayaraghavan2376@gmail.com)  <https://www.linkedin.com/in/vijaya-raghavan-v> |  | OBJECTIVE A Second year B-Tech Artificial Intelligence and Data Science student with strong fundamentals in Python and interest in Data  Science and problem - solving, seeking to learn and apply skills in academic or internship projects. |
| RESIDENTIAL ADDRESS *No.6, Karikalan East First Street,*  *Adambakkam,*  *Chennai – 600 088.* LANGUAGES KNOWN English  *(Professional Working Proficiency),*  Tamil  *(Native Proficiency),*  Hindi  *(Elementary Proficiency).* SKILLS SQL(MySQL),  C,  Python,  Java,  MS Office tools. INTERESTS Art,  Travel,  Sports,  Music. | EDUCATION IITM BS in Data Science (Foundational Level)  *Jan 2025 – Present*  B. Tech – Artificial Intelligence and Data Science  *Aug 2024 – Present*  CGPA (till 1st semester) – 9.0  HSS (2024) -- 89%  SSLC (2022) -- 94% CERTIFICAte(S)  * Python for Data Science (NPTEL), * Programming, Data Structures and Algorithms using Python (NPTEL), * Programming in C, * Programming Fundamentals using Python.   **PROJECTS**   1. Steering Wheel Grip Detection (in progress):   Developing an AI model to classify grip pressure using datasets; working on app integration and dataset storage.   1. Mad Libs Game – Python Tkinter GUI   Built a fun word game with a GUI using Python Tkinter. |
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|  | Skills SQL(MySQL),  C,  Python,  Java,  MS Office tools. INTERESTS Art,  Travel,  Sports,  Music. |  | CERTIFICAte(S)  * Python for Data Science (NPTEL), * Programming, Data Structures and Algorithms using Python (NPTEL), * Programming in C, * Programming Fundamentals using Python.   **PROJECTS**   1. Steering Wheel Grip Detection (in progress):   Developing an AI model to classify grip pressure using datasets; working on app integration and dataset storage.   1. Mad Libs Game – Python Tkinter GUI   Built a fun word game with a GUI using Python Tkinter. |