



KUPAR GANESH RATHNAM

Roll No.: BT21EC027
Bachelor of Technology
ELECTRONICS AND
COMMUNICATION
ENGINEERING

National Institute Of Technology,
Mizoram



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GitHub Profile

LinkedIn Profile

CAREER OBJECTIVES

Passionate and results-driven software professional with a strong foundation in developing innovative solutions. Seeking to contribute to a dynamic team by utilizing my skills in problem-solving, collaboration, and continuous improvement to deliver high-quality software products. Committed to professional growth and adapting to evolving technologies.

EDUCATION

Degree	Institute	Board / University	CGPA/Percentage	Year of passing
B.Tech	National Institute of Technology, Mizoram	NIT Mizoram	6.7 (Till VIth Sem)	2025
XII	Sri Chitanya junior college	BIE AP	96.7%	2021
X	Rajendra MPL High School	BSE AP	97%	2019

INTERNSHIPS

• Remarkskill Education

10-JUNE-2024 TO 20-JULY-2024

AI with ML intern

Online

- Developed AI models and implemented machine learning algorithms to enhance data-driven decision-making processes. Collaborated on optimizing predictive models and automating workflows for improved accuracy and efficiency

• PIE Info Tech

24-6-2024 to 6-8-2024

Python-ML Intern

Online

- "Built and optimized machine learning models using Python to analyze and predict trends from large datasets. Automated data processing pipelines and improved model performance through feature engineering and hyperparameter tuning

PROJECTS

• App Store

July - August

AppStore Project Link

- I developed an App Store Application using React, where users can search for applications and filter them by categories. The application features a dynamic tab-based interface, allowing users to switch between categories like Social, Games, News, and Food. Each tab displays the relevant apps, with filtering functionality that enables users to search through app names. State management was implemented to track active tabs and search inputs, providing a responsive and user-friendly experience. The app also incorporates reusable components such as AppItem and TabItem for displaying app details and handling tab switches.

• MatchGame

August - September

MatchGame Project Link

- The Match Game project is a React-based application where users match images within a set time frame. The game starts with a score of 0 and a 60-second countdown. Initially, the "Fruits" tab is active, displaying images from the FRUIT category. Players score points by correctly matching thumbnails with a target image, which updates randomly with each correct match. If an incorrect thumbnail is clicked or the timer runs out, the game ends and shows a scorecard. The 'Play Again' option resets the game. Tabs and images are dynamically handled using provided data lists, and specific image resources and alt attributes are required for testing.

TECHNICAL SKILLS

- **PROGRAMMING LANGUAGES** : C,PYTHON,HTML,CSS,JAVASCRIPT
- **WEB DEVELOPMENT** : HTML,CSS,REACT.JS,NODE.JS
- **DATABASE**: SQLITE
- **PROBLEM SOLVING**: OOPS,DATA STRUCTURE AND ALGORITHMS
- **OTHERS**: OPERATING SYSTEMS,DBMS,SOFTWARE ENGINEERING

KEY COURSES TAKEN

PYTHON, HTML CSS

CERTIFICATIONS

- PYTHON, NXTWAVE
- HTML,CSS,BOOTSTRAP, NXTWAVE
- SQL-LITE, NXTWAVE
- JAVASCRIPT, NXTWAVE

POSITIONS AND RESPONSIBILITIES

- CADET,NCC, NITMZ *21-MAY-2018 TO 30-MAY-2018*
- VOLUNTEER,CULTURAL FEST, NITMZ *NOVEMBER-2022*

ACHIEVEMENTS

- NATIONAL CADET CORPS,combined annual training camp leader *2021*

LANGUAGES

- ENGLISH
- HINDI
- TELUGU

HOBBIES

- READING BOOKS , SOLVING PROBLEMS
- WATCHING MOVIES, BODY BUILDING

REFERENCES

- Dr. SUKANTA ROY , ASSOCIATE. PROFESSOR , FACULTY INCHARGE, TRAINING AND PLACEMENT OFFICE sukanta.me@nitmz.ac.in
- Dr. K. Vanlalawmpuia , ASS. professor, HOD ECE kpuitea.ece@nitmz.ac.in

DECLARATION

I hereby declare that the entries in this Curriculum Vitae are true to the best of my knowledge and belief.



Signature of Student

Training and Placement Office
NIT Mizoram