

RAVIKUMAR V

Bachelor of Engineering
B.E Computer Science And Engineering
Mahendra College Of Engineering

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EDUCATION

Degree/Certificate	Institute	CGPA/Percentage	Year
B.E., CSE	Mahendra College Of Engineering	7	2021-2025
Higher Secondary	Somasundram Chettiar higher secondary School]	77.35	2021
High School	SBDV high School	72.2	2019

PROJECTS

- **Memory Game**

- The Memory Game is an developed interactive React application featuring real-time card matching challenge Application
- Built with React.js for component-based architecture Styled using Tailwind CSS for modern, responsive design for seamless experience across desktop, tablet, and mobile
- Real-time performance tracking with move counter and timer.
- Dynamic gameplay with card matching and memory testing mechanics

- **Sudoku Solver**

- Developed a Sudoku Solver application in Java to efficiently solve any Sudoku puzzle using algorithmic techniques
- Created classes and objects to represent the Sudoku board and individual cells, encapsulating related properties and behaviors.
- Utilized backtracking algorithms to recursively solve Sudoku puzzles, ensuring that all constraints are met for each row, column, and 3x3 subgrid.

TECHNICAL SKILLS

- **Programming Languages:** Java ,C ,PYTHON
- **FrontEnd:** HTML,CSS,Tailwind,JavaScript,React Js,React Query, TypeScript
- **Databases:** Mysql
- **Developer Tools:** Vs code
- **Tools:** Git ,Github.

SOFT SKILLS

- Leadership
- Adaptable person
- Problem solving
- Quick Learning

POSITIONS OF RESPONSIBILITY

- School pupil leader .
- Class representative .