REUEL SAMUEL SAM
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I.   EDUCATION

1) College of Engineering Guindy, Anna University   *Chennai, Tamil Nadu*
August 2018 – *Present*

- Bachelor's in Engineering: Computer Science and Engineering with Honors
- Current CGPA: 9.52 (6 Semesters)

2) Birla Public School   *Doha, Qatar*
July 2006 – March 2018

- CBSE: Central Board of Secondary Education
- Grade 10 CGPA: 10.0
- Grade 12: 94.8%

II.   PUBLICATIONS

1) Event-based Social Networking System with   *IJIIT 2021*
Recommendation Engine   March 2021- June 2021

- A Social Media Network for hosting and managing events clubbed with a Recommendation System that suggests users with events based on their interests and preferences according to their interaction with the system.
- Built with MERN Stack and deployed using Amazon Web Services
- Submitted for review to The International Journal of Intelligent Information Technologies
- The platform code can be found **here**.

2) PROJECTS

1) Bunk O' Bed   April 2021 – May 2021

- An application that aims to recreate features based on a popular company, Airbnb
- Technologies Used: Java (JavaFX, JavaMail, JDBC)
- Code: https://github.com/ReuelSam/Java-Project-BunkOBed

2) AUMUN 2020 Website   November 2019 – February 20
AUMUN 2021 Website   March 2021 – April 2021

- Developed fully functional responsive website Anna University's first and second Model United Nations that acted as a gateway and portal for information and payments
- Technologies Used: HTML, CSS, JavaScript, PHP
- Code: https://github.com/ReuelSam/AUMUN-2021

3) Classification of CIFAR-10 Dataset   September 2020 – November 2020

- Machine Learning project with an interactive UI that classifies CIFAR-10 dataset with 88% accuracy
- Technologies Used: Python (TensorFlow, Keras, PyQt)
- Code: https://github.com/ReuelSam/CIFAR-10

4) **Feature Extraction from Comments and Data Analysis**   September 2020 – November 2020
- Combines concepts of lexical analysis, database management and machine learning to extract features from comments on social media posts and then analyze the data.
- Technologies Used: C++ and Python
- Code: https://github.com/ReuelSam/Feature-Extraction-From-Comments

5) **Bizarre Fights**   June 2020 –June 2020
- A player versus player and player versus computer game built upon semi realistic physics
- Technologies Used: Python (PyGame)
- Code: https://github.com/ReuelSam/BizarreFights-PyGame

6) **Jump Street**   June 2017 – September 2017
- Python based infinite platformer game with semi realistic physics featuring a file system for account management and score storage
- Technologies Used: Python (Tkinter, PyGame)
- Code: https://github.com/ReuelSam/JumpStreet

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7) TECHNICAL SKILLS

Languages:	Python, Java, C, C++
Database:	MongoDB, MySQL
Scripting:	JavaScript, PHP
Front End:	HTML, CSS, ReactJS, JavaScript
Back End:	NodeJS, Flask (Beginner)
AI, ML, DL:	TensorFlow, Keras
GUI Libraries:	Python: Tkinter, PyQt, PyGame; Java: JavaFx
Development Tools:	Github, Jupyter Notebook, Kaggle, Colab
OS:	Windows, Ubuntu, macOS (Beginner)
Fields of Interest:	Computer Vision, Robotics, Natural Language Processing, Deep Learning, Server Side Development, Web Application Development

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8) ACHIEVEMENTS & INTERESTS

- **Achievements and Roles**
  - Third place in World Robotics Olympiad Arabia 2012 – Multi-Terrain Welfare Protection Vehicle
  - Second place in National Robotics Olympiad Qatar 2014 – Space Elevator
  - USG Head of Technology and Design – AUMUN
  - Member of College Entrepreneurship Club – Capitalize
  - Graduated in Top 1% of school
- **Interests:**
  - Member of School Football/Soccer Team - Runner Up in School Olympic Program – Doha, Qatar
  - Member of School Basketball Team
  - Music **-** Familiar with Drums, Guitar and Piano