

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 Recommendation Engine** *IJIIT 2021*
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>

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, Kaggle, Colab
GUI Libraries:	Python: Tkinter, PyQt, PyGame; Java: JavaFx
Development Tools:	Github, Jupyter Notebook
OS:	Windows, Ubuntu, macOS (Beginner)
Fields of Interest:	Computer Vision, Robotics, Natural Language Processing, Deep Learning, Server Side Development, Web Application Development

8) ACHIEVEMENTS & INTERESTS

- **Achievements and Roles**
 - Third place in World Robotics Olympiad Arabia 2012
 - Second place in National Robotics Olympiad Qatar 2014
 - 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
-