RESUME

SHREESHA NAIK

Female, 20 Years

B.E. COMPUTER SCIENCE (2021-2025)

CGPA:9.3

Email:shreeshanaik570@gmail.com

CAREER OBJECTIVES: To secure a position where I can contribute my skill and abilities to the growth of the organization and to build my professional career.

EDUCATION

PUC	2020	Vivekananda PU college, Puttur	95.5%	4th
KSEEB	2018	Vivekananda English Medium School, Puttur	97.6%	2nd

Technical proficiency : C,C++,Python ,java ,HTML.

Courses completed : Data structure and Algorithms ,OOP ,Logic in Computer science

Electives: Effective Public Speaking, Organizational Psychology.

PROJECTS:

Social Innovation and Program: GAME FOR BLIND PEOPLE
- This project is to make the game for blind people and we thought building a solution in order to play a game of truth or dare, we built an electronic gaming hardware set. If the player keeps their hand in the designated compartment, the needle will turn at a set speed and stop. If this player gets a turn, the designated compartment will vibrate.
- Same concept is presented in the TECH VISION conducted by the Sahyadri college of engineering and management secured a third place in the TECH VISION.

ACADEMIC ACHIEVEMENT:
- Our team got second place in project expo.
- Awarded the general sector (NSP), SSP scholarship.

HOBBIES:
- Gaining knowledge of new technology
- Learning the computer languages
- Watching the news
- Playing game