+91 8489941515

sibiharansaravan2002@gmail.com

2/86,Sengapalli,pallipatti(post),Namakkal-637017

sibiharan.cs20@ b i t s a t h y . a c . i n

www.linkedin.com/in/sibiharan-sarvanan/

https://github.com/SIBIHARAN

SIBIHARAN S

COMPUTER SCIENCE ENGINEER

EDUCATION

2020 - 2024

- **BACHELOR OF COMPUTER SCIENCE**
  BANNARI AMMAN INSTITUTE OF
  TECHNOLOGY -SATHYAMANGALAM
  B.E COMPUTER SCIENCE
  8.01 CGPA (UP TO 5TH SEMESTER)

2018 - 2020

- **HIGHER SECONDARY CERTIFICATE**
  Mahendra Matric Hr Sec School-Namakkal
  ->Attained a good percentage of 79.9%
- **SECONDARY SCHOOL CERTIFICATE**
  Kongu Matric Hr Sec School-Namakkal
  -> Attained a good percentage of 61.6%

AREAS OF INTEREST

- Cloud computing
- Web Developer
- Devops
- Spring Framework

PERSONAL SKILL

- Adaptability
- Leadership
- Motivator

PROFILE INFO

A Proactive and fast learning individual seeking n opportunity to work as a Dynamic Software Engineer utilizing my analytical and methodical skill and relevant expertise to help the company achieve business goals adhering to its vision, mission and values.

ACHIEVEMENTS

CERTIFICATIONS

- Cloud Foundation-Issuer: Great learning(July 2022)
- Java Programming- Issuer: Great learning (Dec 2022)
- MySql - Issuer: Great learning (Nov 2022)
- Getting started with AWS Machine Learning -Issuer: Amazon Web Services(COURSERA) (May 2021) Precision Agricultural using ML -Issuer : IEEES CS ADGITM Smart India Hackthon.
- AWS For Beginners-Issuer: Great learning(Jan 2023)

TECHNICAL SKILLS

- Spring Boot (Intermediate)
- Java(Intermediate)
- Html(Basic)
- MySql(Basic)
- Cloud Computing(Basic)

WORKSHOP

- Attended National Webinar Titled SCIENIUM-July, 2021
- Attended Coursera Workshop Titled AWS Machine Learning-Nov,2022

LANGUAGES KNOWN

- Tamil(R/W/S)
- English(R/W/S)

HOBBIES

- Badminton
- Cricket
- Athlete

PERSONAL DETAILS

- DATE OF BIRTH - 16/11/2002
- FATHER'S NAME - SARAVANAN SN
- MOTHER'S NAME - AMUTHA N
- GENDER - MALE

DECLARATION

I hereby declare that the above data furnished are true to the best of my knowledge and if given an opportunity to work with your company I will put in my full efforts for the development of the company.

DATE : 18-03-2023

PLACE : SATHYAMANGALAM

SIBIHARAN S

PROJECT

1)DURATION : 2 MONTH (Nov 2022)
TEAM SIZE : 3
ROLE : SOFTWARE DEVELOPER
Barcode Billing - Mobile barcode billing refers to operating mobile software and hardware with barcodes to automate manual procedures.This Technology is a Superficial but effectives way to combine a digital process automation and automated data collection into any function.

🌐 https://github.com/SIBIHARANSARAVANAN/Barcodebilling

2)DURATION : 1 MONTH (Dec 2022)
TEAM SIZE : 2
ROLE : TEAM LEADER
Snake Game - Is a ideal Computer game, in which we control to move around and collect food in a map.

🌐 https://github.com/SIBIHARANSARAVANAN/Snake_game..

3)DURATION : 15 Days (June 2022)
TEAM SIZE : 1
ROLE : TEAM LEADER
Suduko Game - One algorithm to solve Sudoku puzzles is the backtracking algrothim. Essentially, you keep trying numbers in empty spots until there aren't any that are possible,then you backtrack and try different numbers in the previous slots.

🌐 https://github.com/SIBIHARANSARAVANAN/Suduko-game

4)DURATION : 1 MONTH(Feb 2023)
TEAM SIZE : 2
ROLE : TEAM LEADER
Product services- In looking at some different product and services examples, a graphic designer provides a service, but that usually leads to a physical product – like brochures, business cards, or a new logo. Or, a law firm might provide legal services, but that could lead to tangible documents like letters and contracts.

🌐 https://github.com/SIBIHARANSARAVANAN/product_services