



# SIBIHARAN S

## COMPUTER SCIENCE ENGINEER

### EDUCATION



2020 - 2024

#### BACHELOR OF COMPUTER SCIENCE

BANNARI AMMAN INSTITUTE OF TECHNOLOGY  
-SATHYAMANGALAM

B.E COMPUTER SCIENCE

-> EXPECTED TO GRADUATE IN 2024

8.01 CGPA (UP TO 5TH SEMESTER)

2018 - 2020

#### HIGHER SECONDARY CERTIFICATE

Mahendra Matriculation Higher  
Secondary School-Namakkal

GRADUATED IN 2020(HSC)

-> Attained a good percentage of 79.9%

GRADUATED IN 2018(SSLC)

-> Attained a good percentage of 61.6%

### AREAS OF INTEREST



- Cloud computing
- Web Developer
- Networking

### PERSONAL SKILL



- Adaptability
- Leadership
- Motivator
- Creative thinker



+91 8489941515



sibiharansaravan2002@gmail.com



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



sibiharan.cs20@bitsathy.ac.in



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



https://github.com/SIBIHARAN



### PROFILE INFO

Looking for a challenging role in a reputable organization to utilize my technical and management skills for the growth of the organization as well as to enhance my knowledge about new and emerging trends in the IT sector.



### 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 : **IEEE CS ADGITM Smart India Hackthon.**

### MY SKILLS



- C (Intermediate)
- Java(Intermediate)
- Html(Basic)
- MySQL(Basic)
- Cloud Computing(Basic)

## LANGUAGE

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

## HOBBIES

- Badminton
- Cricket
- Athlete

## WORKSHOP

Attended      National      Webinar  
Titled SCIENIUM- July, 2021

## PERSONAL DETAILS

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

## DECLARATION

I SIBIHARAN S, hereby declare that the above written particulars are true to the best of my knowledge.

DATE : 26-11-2022  
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 effectiveness 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..](https://github.com/SIBIHARANSARAVANAN/Snake_game..)

**3)DURATION : 15 Days (June 2022)**

**TEAM SIZE : 1**

- **ROLE : TEAM LEADER**  
**Sudoku Game**- One algorithm to solve Sudoku puzzles is the backtracking algothim. 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>