

## SathishVenkatesan

Phone: 9080759433

Email: sathishvenkatesan784@gmail.com

GitHub: <https://github.com/Sathish78-programmer>

Address: Ganapathi Street, Sankarapuram

Kallakuruchi, 606401

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### EDUCATION

**Government College Of Engineering**, Karrupur, Salem

*Bachelor of Engineering, Electrical Electronics Engineering, Nov, 2020 - May, 2024*

*GPA: 8.14*

**New Power Matric Higher Secondary School**, Kallakuruchi

*Higher Secondary, June, 2019 - May, 2020*

*Percentage: 82*

**New Power Matric Higher Secondary School**, Kallakuruchi

*SSLC, June, 2017 - May, 2018*

*Percentage: 87*

### COMPUTER SKILLS

**Programming Languages:** CoreJava, JDBC.

**Databases:** MySQL, Oracle.

**Web Development:** HTML, CSS, JavaScript, Bootstrap.

**Applications:** Eclipse, Visual Studio, Github, MySQL.

**Operating Systems:** Windows, Android.

### GRADUATE LEVEL PROJECTS

**Student Database-management System:** Student Database Management System (SDMS). Developed a web-based application to manage student records efficiently.

1- Front-End: HTML, CSS, JavaScript Back-End: Java (if applicable), SQL. Specify if you added user roles (admin, teacher, student).

2- Database Management Systems: Mention specific systems you worked with (e.g., MySQL, Oracle).

**Tic-Tac-Toe Game in Java (Console Application):** Developed a classic Tic-Tac-Toe game using Java, with an intriguing twist: player and AI opponents.. Demonstrated algorithmic thinking by designing AI move strategies.

1- Utilized Java fundamentals: arrays, loops, and conditional statements. Showcased logical reasoning and problem-solving skills.

2- Practiced clean code principles for maintainable and readable code.

<https://github.com/Sathish78-programmer/TicTacToe-Game/tree/master>

### COURSES

**Java FullStack Development**

Tap Academy

May, 2024 Till Here

Bangluru City

Enthusiastic Java full-stack developer with hands-on training in building end-to-end web applications.

Proficient in both front-end (HTML, CSS, JavaScript) and back-end (Java, Spring, Hibernate) technologies. Passionate about creating seamless user experiences.

**Augment Reality And virtual realty**

Ingage

July-2023

Salem

Developed an immersive AR/VR conference experience to demonstrate cutting-edge technologies. Mention that this project was part of your training at Naan Mudhalavan. Tools are used-Blender, Unity Collaborated with a team to design and build the AR/VR conference environment.

### INTERESTS

Programming, Software Development