



## Contact

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### Github

<https://github.com/Shravanplus>

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## Education

- St.Joseph Engineering College,  
Mangalore  
B.E  
2020-2024  
9 CGPA
- St.Aloysius PU College,  
Mangalore  
P.U  
2020  
96.5%
- B.G.S Education Centre,  
Mangalore  
SSLC  
2018  
86%

## Languages

- English
- Hindi
- Kannada
- Tulu

# SHRAVAN R HEGDE

## COMPUTER SCIENCE ENGINEER

Seeking a position in the field of Computer Science where I can utilize my skills to further work towards personal and professional development and contribute towards the prosperity of the organization .I aim to be a good team player, leader and to keep learning in these aspects and be a competent and efficient professional.

## TECHNICAL SKILLS

- **Language** : Java, C, C++, Python, HTML, CSS, JavaScript
- **Operating System** : Windows, Linux
- **Web Development** : MySQL
- **Others** : Android Studio, Canva, VSCode, Google Colab

### INTERPERSONAL SKILLS

- Team Management
- Decision Making
- Analytical Thinking
- Problem Solving
- Leadership
- Communication

### INTERNSHIP

#### YBI Foundation Internship

Training based on Artificial Intelligence and machine learning, Python using Google Colab.

AUG 2023-SEP 2023

## CERTIFICATION

### Mathworks

Onramp training using MATLAB for image processing, AI & ML, deep learning.

Aug 2023- Sep 2023

## PROJECTS

### Cricket Database Management System

- Developed a website that contains statistics of cricket players,teams and franchises.
- It also gives options to add and update the information(admin).
- Technologies used : HTML,CSS,PHP,SQL

### Android College Club Management System

- Developed an Android College Club Management Application which is a mobile solution designed to streamline and enhance the management of college clubs and their activities.
- It provides faculty and students with a convenient and accessible platform.
- Technologies used : XML,JAVA

### Computer Graphics Mini Project On Solar System

- Developed the Solar System Simulation with OpenGL.
- It represents a visually captivating and educational application, where I leveraged OpenGL to recreate the Solar System.
- Technologies used : C,OpenGL