

# Soorya S

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## Education

### AMRITA Vishwa Vidyapeetham / B.Tech - CSE

(2019 - 2023)

Current CGPA: 9.02/10.

### Geethaanjali All India Senior Sec. School, Erode - Xth, XIIth grades

Xth Boards percentage : 89.6% (2018-2019)

XIIth Boards Score: 10 / 10 GPA (2016-2017)

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## Skills

Proficient in C, C++, C#, JavaScript, HTML, CSS, MySQL, Python, Java and Dart languages and Arduino, FireBase, Android, React Native and Flutter Application Development. Also proficient in MERN (MongoDB, Express, React Node JS) for developing full stack web applications. Familiar with working on Visual Studio, Visual Studio Code, Android Studio, IntelliJ, PyCharm, Jupyter and Atom IDEs.

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## Projects

### DinoRun Run for your life! (August '18- March '19)

Wrote a game inspired by Google's famous dinosaur game, the Dino Run, using C++ and C++ CLI and was conceptualized as part of my 12th grade CBSE computer science project. The game is written with color support to add to the visual appeal and introduces additional hurdles to the dino's run. Guided a team of four from the initial phase of algorithm development, up until testing and demonstration.

### Memo App (December '19)

Wrote an android application that lets you organize and store your notes.

### ChatBox - a firebase messaging app (July'20 - October'20)

Working on a lightweight android messaging application out of self-interest in my leisure time called ChatBox.

### Calculator App (February '20)

Wrote an advanced android calculator application from scratch using an expression evaluation engine.

### Voice-based transport enquiry system (August - December '20)

Completed a database management project for a voice-based transport inquiry system with the complete front and back end working using Firebase Database as the backend and Android Application for the front end as a team of four.

### Find My Phone (Feb'21 - Apr'21)

Designed an android application to locate lost devices without internet connection.

### **Lexical Analyzer** (March'21)

Wrote an android application capable of accepting C/C++ code and processing it using a lexical-analyzer algorithm which provides a detailed analysis of the code.

### **Send Me** (March'21)

Built a standalone android application with a HTTP server running in the application. The application can be used to send and receive files from any device connected to the same network without the need to install an app on the other device.

### **TrackPad IO** (August '21)

Wrote a client server program with android app as client, which allows an android device to be used as a trackpad for windows machines.

### **Dino Run 2D** (September'21)

Built a replica of the infamous google dinosaur game for android and desktop using Unity 2D.

### **Flappy Bird** (September'21)

Built a replica of the infamous Flappy Bird game for android and desktop using Unity 2D.

### **Video Me.IO** (August'21 - Current)

Working on building a WebRTC based video calling application using peer.js and MERN stack.

### **GeoSpatial** (October'21 - Current)

A flutter application for collecting data from rural places, currently being built for AMuDA Labs of Amrita Vishva Vidyapeetham, Coimbatore for a data analytic project.

### **Arduino Home projects**

Written several Arduino and ESP-based home automation projects, some of which are also backed up using android applications to provide a GUI by using the phone as an interface. Developed projects to automate home appliances through local networks and the internet.

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## **Extra-Curricular**

- Taken responsibility as the class representative for a whole year, and significantly improved people management and communication skills.
- I have a flair for the art of all sorts, I enjoy making digital art, charcoal art, and pencil sketching.
- Technical lead of GDSC (Google Developer Student Clubs) for android.
- Technical Head of Android - ASCII Club (The Association of Students of Computer Science for Information Interchange).
- Hosted Android Study Jams for first and second year college students to learn android.

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## **Achievements**

### **Thingqbator Ideathon** (15th March'21)

Participated and got into seventh place in the ideation camp for thingqbator by pitching in an application idea for an app to self-adjust volume of the device depending location and traffic.

### **HackBMU Hackathon** (25th April'21)

Participated and got into the top ten teams in the HackBMU hackathon hosted by Devfolio for pitching in an application called BenchMark Enigma for creating a virtual platform for college students to communicate and socialize.

### **Smart City Hackathon - Honeywell** (31st October'21)

Participated in the smart city hackathon hosted by Honeywell in October 2021 and pitched an idea to use image processing for accident and fall detection in public places using surveillance cameras and notify authorities (ambulance drivers) using a centralized server and Flutter application for front-end and won third place, as a team of four.