SRIVATSAN V
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A tech enthusiast currently pursuing a degree in Computer Science. Eager to embark on a role within an organization to apply my burgeoning technical skills for organizational growth while immersing myself in the evolving landscape of IT technologies.

EDUCATION

Saveetha Engineering College,Chennai ***June 2023 - May 2027***
B.E Computer Science Engineering (Internet of Things)
Velammal Vidhyashram, Chennai, India
Higher Secondary Certificate (Grade 12) ***April 2022 – March 2023***

TECHNICAL SKILLS

Languages: Python, C, C++,
Machine Learning: NumPy, Matplotlib, R
Database: MySQL
Tools: Proteus 8,STM32
Web Development: HTML, CSS
Expertise:

- Good knowledge in Database Management - MySQL
- Brief understanding about Object oriented programming and Data Structure
- Proficient in version control systems, including Git, with a solid understanding of branching, merging, and collaborative workflows.
- Good knowledge of edge computing and IoT security measures to ensure device and data integrity.

ACADEMIC PROJECTS

- **Library Management system** ***January 2023***
  I leaded a group of three members in developing a Python library management system, focusing on book and member management, and improving book issuance/return processes. Proficient in MySQL and Python, I collaborated with a team to design databases and interfaces, enhancing user experience and operational efficiency in the library environment.

- **AI-Powered Virtual Mouse:** **April 2024**
  Developed an advanced virtual mouse system that utilizes microphone and camera inputs to perform various actions such as drag-and-drop, scrolling, and custom gestures, enabling hands-free interaction with the system. Utilized machine learning models to enhance gesture recognition and achieved high accuracy in recognizing user commands.
  Technologies/Languages Used: Python, OpenCV, TensorFlow, NumPy
  Skills Developed: Machine learning, computer vision, gesture recognition, natural interaction design

- **Chess Game Using 2D Array in C with Simple Minimax Algorithm:** **December 2024**
  Developed a 2D array-based chess game in C, incorporating a simple Minimax algorithm to enable AI-driven decision-making for game moves. The project involved designing data structures, implementing game rules, and optimizing the Minimax algorithm to evaluate possible moves and outcomes.
  Technologies/Languages Used: C, 2D array handling, algorithm design, Minimax
  Skills Developed: Algorithm design, game development, data structures, AI decision-making