YUVARAAJ S

BE-COMPUTER SCIENCE AND ENGINEERING

CONTACT

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OBJECTIVE

A diligent engineering graduate ready to embark my journey in the field of technology. I am actively seeking an ingenious job to showcase expertise in my fields of interest. I am also ready to adept and be resilient in the environment I am present.

SKILLS

- Python
- Java
- C
- Internet of Things
- Blockchain
- Front-end web Development
- Adobe Creative Cloud
- UI/UX with Figma

EDUCATION

ANNA UNIVERSITY REGIONAL CAMPUS COIMBATORE

B.E - Computer Science And Engineering

2020 - 2024

SAINIK SCHOOL AMARAVTHINAGAR

2013 - 2020

EXTRA-CURRICULAR

• 2013-2020

NCC

• 2018-2020

SCHOOL VOLLEYBALL TEAM

• 2020-2024

UNIVERSITY VOLLEYBALL TEAM

• 2020-2024

GREEN WARRIORS CLUB

• 2020-2024

D-GATE CELL

HOBBIES

- GARDENING
- LOGO DESIGNING
- VIDEO EDITING
- ORIGAMI

COURSES

- Big Data NAAN MUDHALVAN SCHEME
- Professional Readiness for Innovation, Employment & Entrepreneurship (Domain: Internet of Things) - NAAN MUDHALVAN SCHEME
- Flutter App Development UDEMY
- Data Science and ML with Python UDEMY
- UI/UX Designing using FIGMA UDEMY
- Blockchain Web Development UDEMY

PROJECTS

SMART DOOR ALERTING SYSTEM USING TELEGRAM BOT

This project works by alerting the user whenever the door is opened/closed through telegram messages.

This project falls under the Internet of things Domain

AI ENHANCED PLACEMENT MODULE

This project was prepared in order to help our college students for their placement preparation.

Various features such as online mock tests on several topics related to placement such programming languages and quantitative aptitude.

NFT MARKETPLACE ON TEZOS BLOCKCHAIN

This project is basically a NFT marketplace where an user can buy, sell and mint NFT's.

It was made to deploy on the Tezos Blockchain.

It also has the feature to create an image through the prompts provided with the use of AI and mint it as an NFT.