

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
- Flutter
- Dart
- 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
- **UI/UX Designing using FIGMA** - 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.

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