# ABIKUMAR DHARMARAJ

## Java Backend Developer (Java/MySQL)

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#### SKILLS:

- Java (primary)
- My SQL
- Spring Boot Framework
- HTML and CSS

#### **OTHER TOOLS:**

- VS Code
- Git and GitHub
- Eclipse(Java)

#### **EDUCATION:**

**B.Tech (Information Technology)** (7.4 CGPA) - 2025

Kings Engineering College, Kanchipuram, Chennai

**HSC Education:**(77.5%) - 2021

Margoschis Higher Secondary School, Nazareth, Thoothukudi

SSLC Education:(67.8%) - 2019

Margoschis Higher Secondary School , Nazareth , Thoothukudi

#### **CERTIFICATION:**

- Certified in Java Full Stack Development by SLA Institute
- Certified in My SQL by Udemy

### **HOBBIES:**

- Playing Chess
- Listening to Music
- > Surfing the Internet

#### LANGUAGES:

- > English
- > Tamil (Mother tongue)

#### **PROFILE:**

A motivated Java Developer with a strong foundation in Java programming and My SQL. Familiar with Spring boot basics and eager to apply my skills in a professional environment. Seeking an opportunity to contribute to innovative projects, expand my knowledge, and grow within a dynamic development team. I'm eager to use my skills, learn from others, and contribute to meaningful projects in a team-oriented workplace.

#### **INTERNSHIP:**

#### **Codsoft Internship:**

Java developer Intern | Codsoft :

Completed three key tasks during internship, enhancing Java development skills and gaining hands-on experience in real-world projects.

#### Tasks:

- **Number Guessing Game**: A simple number guessing game in Java where the player tries to guess a randomly generated number within a specified range.
- **Student Grade Calculator**: A Java program that calculates and displays a student's grade based on their exam scores and predefined grading criteria.
- **ATM Interface**: A Java-based ATM interface that allows users to check balance, withdraw, deposit, and transfer money securely using their account credentials.

#### **PROJECT:**

Title: Personalized E-learning Platform using AI techniques

Technologies Used: Fluxy AI, AI Powered virtual proctoring, Alter Ego

Team Size: 4

Project Description:

- ➤ This project focuses on making learning more effective by adapting study materials to each students individual needs.
- > Al-driven learning adapts to individual comprehension and preferences ,that is helpful for each learners.
- > Enhances knowledge retention and improves learning outcomes.

#### **EXTRA CURRICULAR ACTIVITIES:**

➤ Chess & Cognitive Development: Actively participated in chess tournaments during school and college, demonstrating strong strategic thinking and concentration skills.