Adithya TG

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EDUCATION

PES University, 6th Semester, B.Tech. in Computer Science & Engineering | Bangalore, India   May 2025
SGPA: 9.03 **CGPA**: 8.59. **Coursework**: Data Structure & Algorithms, Machine Intelligence, Computer Vision, Database Management, Application Development, Software Engineering, Operating Systems, Big Data and Cloud Computing

Allen Career Institute, 11th - 12th grade | Bangalore, India   June 2021
CBSE Percentage: 88%. **Coursework**: Sciences, Python and SQL

Deccan International School, 1st - 10th grade | Bangalore, India   May 2019
ICSE Percentage: 94.5%. **Coursework**: Sciences and Java

WORK EXPERIENCE

Student Intern - CDSAML | Bangalore, India   December 2023 - Present
• Developed and executed 2 deep learning projects at PES University's Center for Data Science.

Volunteer - CSR club | Bangalore, India   March 2023 - Present
• Planned and executed a charitable event at an orphanage, engaging 50+ students providing guidance.

Software Engineer Intern - Maacsys | Bangalore, India   May 2022 - July 2022
• Enhanced facial recognition for an automatic door unlocking system by 7%.
• Developed smart slate and text read-aloud app for ESP32 chip using C programming and Java in 2 projects.
• Implemented Agile methodologies in 2 software development projects, resulting in an increase in project completion ahead of schedule.

PUBLICATIONS

[1] Adithya TG, et al, "**Hardware Implementation to detect brain tumour using AI ML based Convolution Neural Networks CNN in the field of bio medical engineering**", Hinweis Second International Conference on Advanced Research in Engineering and Technology (ARET), December 2024

[2] Adithya TG, et al, "**Short range motion detector droid**", Grenze International Journal of Engineering & Technology (GIJET), Vol 9, Issue 1, p450, June 2023

[3] Adithya TG, et al, "**Human health monitoring system**", Grenze International Journal of Engineering & Technology (GIJET), Vol 9, Issue 1, p476, June 2023

[4] Adithya TG, et al, "**3D Hand tracking in virtual environments**", Grenze International Journal of Engineering & Technology (GIJET), Vol 9, Issue 1, p431, June 2023

[5] Adithya TG, et al, "**An Optimised Path-Planning Concept for a Micro-Mouse Robot for Autonomous Applications in Terrain Environments**", International Journal of Computer Applications (0975 – 8887) Volume 184– No.26, August 2022

[6] Adithya TG, et al, "**Automatic Number Plate Recognition Idea Development using AI based ANNs**", Matjournals Vol. 8, No. 1, July 2022

PROJECTS

Smart Slate | ESP Arduino
• Designed a prototype smart slate tailored for disabled children, having 2 charts; activating buttons initiates audio playback.

Smart door lock | ESP32 cam
• Played a role in crafting the software component for the automated door lock prototype, employing facial recognition technology.

Scanned Text Reader App | Java
• Engineered a read aloud application empowering the visually impaired to access scanned text 1 by 1 on their mobile devices.

College 11th floor Architecture development with Interactive AI chatbot | Unity 3D, Blender, C#
• Spearheaded the creation of the 11th floor of PES college building, housing an AI tutor to processing speech, translating queries, and delivering verbal responses on a variety of topics.

Yet Another Distributed File System | Operating Systems, Python
• Orchestrated the implementation of a distributed file system, facilitating seamless 7 directory and file operations via a Python client interface, operational within Linux Ubuntu environments.

ACHIEVEMENTS

• Recipient of **CNR** award and scholarship - top 20% in college for academic performance 1 time at PES University
• Recipient of **Distinction Award Certificate** and scholarship 4 times at PES University
• Participant in **GOOGLE** APAC hackathon 2024
• Participated in **Hashcode 12.0** hackathon
• Won 1 neckband prize and participated in **Embrione 2.0** hackathon
• School House **Captain** winner 2019

SKILLS: Flutter, C, C++, R, JavaScript, Java, Python, Hadoop, React, MongoDB, SQL, Angular, Node, AWS, Unity3D, OpenGL, Blender