

Aditya Krishna P

I have been described as a quick learner, with the ability to grasp concepts easily, very keen as to how things work, a very critical thinker, and a proven leader. I always give my 100% to carry out any task put before me.

Contact

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EDUCATION

Vidya Mandir, Mylapore, Chennai

9.8 CGPA in CBSE Board Class 10 Examination

467/500 in CBSE Board Class 12 Examination (93.4%)

SSN College of Engineering, Kalavakkam, Chennai
B.E Computer Science and Engineering

Member of Coding Club

Member of English and Literary Club

8.01 CGPA (as of 4th semester)

PROJECTS

1. Ludo - Recreated the popular game using C++.
2. College Management System - Designed a College Management System Application, using Java 11, and Apache Netbeans 11.0.
3. Personalised Dictionary - Created a Dictionary Application, using Data Structures like AVL Trees, with multiple features.
4. Real Estate Management System - Created a Real Estate Management System Application, using Java 11, OracleSQL, and Netbeans 11.0.

ACCOMPLISHMENTS

- Actively take part in contests conducted by CodeForces and Codechef.
- Won many olympiads in school level.
- Recognised speaker across school and college level, won multiple prizes in oratorical events.
- Placed in events in multiple tech symposiums.
- Placed 3rd in the event 'Code Golfing', at SAMHITA 2020, conducted by MIT, Chrompet.
- Placed 2nd in the event 'Sherlock Holmes', at PRAYATNA 2020, Conducted by MIT Chromepet.

SKILLS

1. Competitive Programming
2. Recognized Public Speaker
3. Leadership
4. Theatre

LANGUAGES

1. English
2. Tamil
3. Hindi

PROGRAMMING LANGUAGES

1. Python
2. C++
3. C
4. Java
5. HTML
6. CSS
7. NodeJS
8. SQL

EXTRA CURRICULARS

1. Football Player
2. Cricket Player

SOFTWARE

1. MS Office
2. Visual Studio Code
3. GitHub
4. Operating Systems

COURSES AND WORKSHOPS

Courses

- Python Programming, C Programming, Mathematics I and II, Discrete Mathematics, Data Structures, Object Oriented Programming, Digital Principles and System Design, Unix and Shell Programming, Database Management Systems, Operating Systems, Computer Organisation and Architecture, Design and Analysis of Algorithms, Software Engineering, Probability and statistics.
- HTML, CSS, and Javascript for Web Developers on Coursera, by John Hopkins University.
- Algorithmic Toolbox Course on Coursera, by University of California San Diego.
- Data Structures Course on Coursera, by University of California San Diego.
- Python for Data Science and Machine Learning by Jose Portilla, on Udemy.
- The Complete Android Masterclass by Ashutosh Parwar, on Udemy.

Workshops

- Explore ML for Beginners by Google.

