

---

## PROFESSIONAL EXPERIENCE

<b>Social Media Manager</b>	<b>RJ Syed Mohsin</b>	<b>2015 - 2017</b>
<ul style="list-style-type: none"><li>Managed the Facebook, Twitter and YouTube pages for RJ Syed</li><li>Used Facebook's Insights feature to promote posts and publish content at opportune moments to reach over 10,000 users.</li><li>Responsible for YouTube marketing and video management.</li></ul>		

---

## EDUCATION

<b>Chennai, India</b>	<b>Sri Venkateswara College of Engineering</b>	<b>2015 - 2019</b>
<ul style="list-style-type: none"><li>Affiliated to Anna University</li><li>B.E. in Computer Science Engineering, expected 2019</li><li>Undergraduate Coursework: Operating Systems; Databases; Algorithms; Programming Languages; Comp. Architecture; Probability &amp; Queueing Theory</li></ul>		

---

## TECHNICAL EXPERIENCE

### Projects

- Tic Tac Toe** (2017). Created an unbeatable version of Tic Tac Toe using Javascript. The AI predicts all future moves and selects the best result. Worst case scenario is a draw. Based on the minimax algorithm.
- Reddit Comment Analysis Bot** (2017). Designed a Reddit bot using Python that analyzes a user's comment history and displays a graph of their most used words and a chart of the user's activity on a subreddit.
- WhatsApp Chat Analyzer** (2017): Designed a Python script to analyze a Whatsapp Group and generate charts of the most active users, the commonly used words and a histogram of daily activity.
- Anna University Results Scraper/Analyzer** (2017): Developed a web scraper using Python which scrapes a range of students and then analyzes their results for the current semester through pandas and generates charts for the result distribution of each subject.
- Website - Timber Teak** (2017). Developed a website for a furniture store Timber Teak with a large photo gallery. Also implemented SEO and optimized Google Adwords.
- Website - RJ Syed Mohsin** (2015). Developed a website to serve as his portfolio and another website as a simple landing page.

---

## ADDITIONAL EXPERIENCE AND AWARDS

- Winner, Hatch-A-Thon**: Winner of the hackathon conducted by Hatch. Selected from over 25 teams. Developed an app to educate people about logic gates.
- Finalist, Code Enigma 2.0**: Reached the final round and placed in Top 15 in the hackathon conducted by Software Engineering Association, SRM University.
- Organized iGEM Hackathon**: Part of the organizing team for the SVCE iGEM Hackathon conducted by iGEM, ACM and ACE.

---

## Languages and Technologies

- Python; C++; C; SQL; JavaScript; node.js; Markdown
- Adobe Photoshop; HTML5; CSS3; Git; GitHub