AMEER NAVAS

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CAREER OBJECTIVES

My goal is to secure a software developer position in a dynamic company, where I can contribute to innovative software solutions, continuously develop my skills, and make a meaningful impact in the field.

EDUCATION

B.TECH
Electronics and Communication Engg.
Viswajyothi College of Engineering and Technology
KTU | 2020 - 2024
CGPA: 6.18 (Till S6)

PLUS TWO
Tharbiyath Trust Higher Secondary School
Kerala State | 2020
88.9%

10TH GRADE
Ilahia Public School
CBSE | 2018
87.4%

SKILLS

- Python
- Java
- C
- Dart(Basic)
- Data Structures
- SQLite
- Git
- Linux
- Algorithms

SOFT SKILLS

- Team Player
- Adaptability
- Communication
- Consistent Learner
- Problem Solving
- Time Management

INTERESTS

- AI and ML
- Computer Vision

ACHIEVEMENTS AND CERTIFICATIONS

- Completed the 'Programming, Data Structures, and Algorithms Using Python' Course on NPTEL (ID: NPTEL21CS21S11420325026133).
- Secured 2nd place in the CODE FORGE 2021 coding competition in association with the Computer Society of India.
- Achieved the 16th position in the BUFF3R CTF, a National Level CTF challenge organized in association with the Computer Society of India.
- Secured 1st place in the 'MINDSCAPE' coding event at BODHI 2023, a two-day National Level Technical Festival, VJCET.
- Actively volunteered for the IEEE HAC funded project 'CHARGING UP 2.0' under IEEE SIGHT and IEEE PES Chapters at Viswajyothi College of Engineering and Technology, June 2022.

PROJECTS

- **IR Remote Replicator**

The Arduino IR remote replicator project is a prototype that brings together different IR remotes into one. It does this by capturing and saving IR signals in real-time, making it possible to control multiple devices with a single remote.

- **PDF Booklet Re-orderer with Python**

Developed a simple Python Algorithm to reorder PDF pages for booklet-style printing, optimizing layout for double-sided A4 sheets.

- **Tic-Tac-Toe Game Project**

As part of the CS50 AI course on edX, I developed a Python-based Tic-Tac-Toe CLI game on Console, featuring both two-player and player-computer modes. It uses Object-Oriented Programming (OOP) and integrated the Minimax algorithm to enhance the computer opponent's decision-making.

GitHub: www.github.com/ameer65827

HOBBIES

- YouTube Content Creator
- Fishing
- Travelling

REFERENCES

- MS. ROSE MARIA JOSE
  Associate Professor, VJCET
  9447803377 | rose@vjcet.org

- MR. NAVEEN JACOB
  Professor, VJCET
  9947679397 | hodece@vjcet.org

DECLARATION

I hereby declare that all the information given above is true to the best of my knowledge and belief.

Place: Muvattupuzha

Ameer Navas