

# AMEER NAVAS



Phone : 8139875875  
Email : ameernavas2753@gmail.com  
Address : Karikuzhiputhenpura (H), Market P.O, Muvattupuzha,  
Ernakulam, 686673  
Linkedin : [www.linkedin.com/in/ameernavas](http://www.linkedin.com/in/ameernavas)

## 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  
6.56 (Till S5)

### 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
- Git
- Linux

---

## 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**

Arduino-based project replicating IR remote signals for device control redundancy .

- **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](https://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