**MANOJ.R.G**

**Project Engineer, Soliton Technologies**

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**Career Summary:**

* A designer, developer and tester of C#.NET based projects with 0.5 years of experience
* A designer, developer and tester of JavaScript and AngularJS based projects with 3 months of experience

**Education Summary:**

* B.E Computer Science and Engineering, 8.19 CGPA

Sri Ramakrishna Engineering College, Coimbatore

* Higher Secondary School (XII standard), 83.33%

SBKV Higher Secondary School, Coimbatore

* Secondary School (X standard), 93.40%

St. Thomas Higher Secondary School, Coimbatore

**Skills:**

* **Programming Languages**
* C#
* C
* C++
* JAVA
* **Database** 
  + SQLite
  + SQL
* **Software design** 
  + UML diagrams
  + MVVM Pattern
  + Factory Pattern

**Professional Project:**

**Front End Development for Wheel Alignment System**

*Language* **:** C#

*Software* **:** Visual Studio

*Project Description* **:**

This project is aimed to develop a Front End Application for Wheel Alignment System using 2D & 3D metrology technique. The 2D & 3D Wheel Alignment System has different set of hardware to perform measurement and alignment of car wheels. The Front End will communicate with those hardware and aids operator to do measurement, alignment of car wheels along with other reporting related activities.

The Front End Application for 2D & 3D Wheel Alignment System has several similarities in the process. Hence, lot of code was shared between these two systems. Both the system uses MVVM pattern which allows parallel development between the designer and developer. Microsoft Expression Blend tool is used by designers to design the screens and the business logic was developed in .NET using Visual studio by developers.

*Roles and Responsibilities* **:**

* Validation testing of Front End 2D WAS application
* Resolving bugs in Front End 2D WAS application
* Development and Integration of new features in Front End 2D WAS application
* Creation of application template from Front End 2D WAS application
* Creation of Mockup GUI for Front End 3D WAS application using C#.NET WPF
* Development and testing of 3D WAS Simulator
* Development and testing of Front End 3D WAS application
* Integration of UI screens with Front End 3D WAS application
* Validation testing of Front End 3D WAS application

**Academic Project:**

**Artificial Intelligence in Chess**

*Language* **:** Java

*Software* **:** NetBeans

*Project Description* **:**

In this project, the Chess game is implemented with Artificial intelligence. The application has single player option where the human can play against computer. The human play requires a logical coding to move the chessmen. The computer play requires artificial intelligence to move the chessmen. The intelligence for the computer is provided through Priority predictor, Decision maker and Preceding tracker algorithms. The application is developed in Java using NetBeans.

*Roles and Responsibilities* **:**

* Implementation of Decision maker algorithm
* Implementation of Priority predictor algorithm
* Implementation of queen, bishop and pawn strike

**Achievements:**

* Won second place in Hackathon coding event conducted by Soliton Technologies