ASHWINI TB

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GitHub link: https://github.com/ashwini-0905



CAREER OBJECTIVE

A highly disciplined and hard-working individual looking for a responsible position to gain good experience and contribution to the growth of the organisation.

ACADEMIC BACKGROUND

QUALIFICATION	SCHOOL/COLLEGE	YEAR OF PASSING	MARKS IN PERCENTAGE /CGPA
B.E (Computer Science Engineering)	Karpagam Academy Of Higher Education Coimbatore	2022-2026	8.9
HSC	Murugu Matriculation Higher Secondary School -Tirupur	2022	91
SSLC	Murugu Matriculation Higher Secondary School -Tirupur	2020	79

INTERNSHIP

Undergone an internship at "EMGLITZ TECHNOLOGIES" for the period of 20 days (DEC 2023). Learning Outcome: Understand the core concepts and tools needed for Internet of Things.

PROJECT

Title: Hangman Game **Duration:** 1 month

Abstract: This project implements a classic hangman game where user attempt to guess a secret word by letter one time with the goal of revealing the word before exceeding set of number of incorrect cases.

Languages Used: Python

Technologies Used: GUI interface, Random word selection

AREA OF INTEREST

- Web development
- Testing
- Debugging
- Sales Ecosystem

TECHNICAL SKILLS

- Programming Languages: C, C++, Python, Java.
- Web Technology: HTML, CSS.

CERTIFICATE

- Certified in Data structures And Algorithm Using Python in Infosys on May 2024.
- Certified in HTML5 in Infosys on April 2024.
- Certified in Introduction to Deep learning in Infosys on August 2023.
- Certified in Crash Course on Python in Coursera in June 2025

PERSONALITY TRAITS

- Diligent
- Adaptable

PERSONAL INFORMATION

- Date Of Birth: 09-05-2005
- Father's Name: Mr. Balamurugan M
- Address: 2/731-A7, KN Nagar, Kanakkampalayam, Tirupur.
- Hobbies: Reading books, Craft Works.

DECLARATION

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

Date: (ASHWINI TB)

Place: Coimbatore