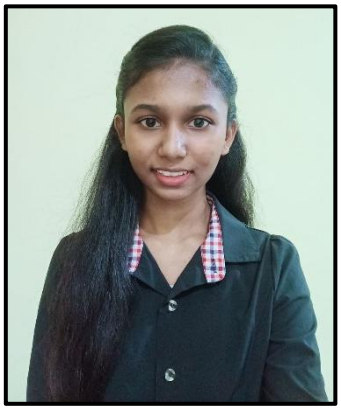
CURRICULUM VITAE

PERSONAL INFORMATION

Name:	DASHNY A/P THANGAPANDIAN
Nationality:	Malaysian
Date of Birth:	23- October- 2000
Religion:	Hindu
Marital Status:	Single
Email:	dashny00@gmail.com
LinkedIn:	linkedin.com/in/dashny-thangapandian



CAREER OBJECTIVE

Secure a responsible career opportunity to fully utilize my training and skills, while making a significant contribution to the success of the company.

JOB TARGET

Career as Software Engineer

EDUCATION

Sept 2019 – present	Bachelor of Computer Science (Hons), Major in Software Engineering. Current CGPA 3.58. University Sains Malaysia, Penang.
May 2018 – May 2019	Sains - Module II. Obtained CGPA 3.96, MUET Band 3. Penang Matriculation College.
2017	Sijil Tinggi Persekolahan Malaysia, Science Stream. Obtained 9A's in SPM Year 2017. Sekolah Menengah Kebangsaan Kulim.

HONORS/AWARDS

30 Jun 2021	Dean List Award Semester I 2020/2021 GPA 3.57, CGPA 3.54
7 December 2020	Dean List Award Semester II 2019/2020 GPA 3.77, CGPA 3.51

SKILLS & STRENGTHS

Tools

- Microsoft Word, Excel, and PowerPoint, Adobe Acrobat Pro DC, Adobe Illustrator, Adobe Premiere Rush, Wondershare Fillmore, Animaker, Adobe Photoshop, MS Visual Studio, Eclipse, PhpStorm, VS Code, Dev-C++, Android Studio.

Database

- Oracle, Firebase, MySql

Operating System

- Windows, Linux, Android

Programming Skills

- C++ ■■■■■
- HTML ■■■■■
- Php ■■■■■
- CSS ■■■■■
- Java ■■■□□
- Python ■■■□□
- JavaScript ■■■□□

COURSEWORK PROJECTS (2019-2021)

- **Credit Card Payment Calculator System**

  This program is constructed to help credit cardholders to plan their monthly payment and keep track of their outstanding balance. This program is developed using C++ technologies.

- **Let's Get Fit System**

  This system is constructed to encourage a healthy lifestyle by keeping track of the Body Mass Index (BMI) of each staff in USM. It provides statistical distribution based on the BMI, gender, and age of the staff. This system also shows the total calories that someone needs to burn and calories that have to be consumed per day to achieve their desired weight within the specified time. This system is developed using an Object-Oriented programming approach using the C++ language.

- **Anagram Generator System**

  This system is created to calculate the number of permutations and to generate anagrams based on the word entered by the user. It also allows users to sort the anagrams based on the alphabet chosen from the word. This system is built using the C++ language.

- **Transformation of an Object in Computer Graphics**

  This program is developed to show the transformation of an object in computer graphics based on mathematical theory and concepts related to matrix and vector. The transformation of objects includes translations, rotations, scaling, reflection, and shearing, and it is designed using Python.

- **Space Rider**

  Created an android game using the LibGDX framework. The users are the riders who will be riding a motorcycle, and they have to avoid the obstacles to prevent from losing their lives. They will be given three lives, where they can continue playing, and the scores will continue adding from the previous point from where they have lost until they used all their lives. If the user lost all three lives given to them, then the game will be over. This android game is designed using Java.

  Role: Front-end and back-end developer.

- **Memory Management Visualization using C++**

  This program is developed to study the performance of each storage placement strategy that includes fixed and dynamic partitioning. Different methods were used to allocate memory for each storage placement strategy, such as best fit, first fit, and worst fit. This program shows the visualization of the memory allocation using graphics for each method for both fixed and dynamic partitioning, and this program was built using the C++ language.

- **The Noter web application**

  This web application is developed to allow users to write, store and view notes securely. There are many security features included in this web application. One of them is the notes that are stored using this app will be encrypted using BF-CBC cipher, and it can only be decrypted by using the password. The 2-factor authentication feature is also implemented in this application, where it requires the user to enter a password and OTP code that is sent to the user's registered email when the user signs in to the application. This web application was also developed in the way that it is not prone to Brute Force attacks because the Noter system requires users to use a strong password. This application also includes Captcha to prevent the bots from spamming the website's sign-in, registration, and password recovery process. The user input will be checked and examined to prevent SQL injection. The Noter web application was built using PHP, HTML, CSS, JavaScript, MySQL database, and Apache server.

  Role: Front-end and back-end developer.

- **Faculty of Computer Science, Hogwarts University Student Management System**

  This system is designed for the Faculty of Computer Sciences, Hogwarts University, to store and manage all data and information related to the faculty such as students, lecturers, fee payment, and exam details. This system is developed using Oracle apex and the data were imported from oracle SQL developer.

  Role: Front-end and back-end developer for student module.

GRANTS & SCHOLARSHIPS

April 2020 Andy Grove Scholarship for Intel Employee's Children.
Scholarship America – K. Anderson Intel@scholarshipamerica.org.
One Scholarship Way.
Saint Peter, MN 56082 USA.

LANGUAGES

- Fluent in English, Bahasa Malaysia, and Tamil.
- Beginner in Chinese.

EXTRA-CURRICULAR ACTIVITIES

Sept 2019 - present **Computer Science Society (CSS), USM**.

- Facilitator of CS Bersamamu Program 2020 where I conducted games and quizzes for a group of students.
- Participated in C++ Clinic Programme to learn advanced features of the C++ language.

Sept 2019- January 2020 **Chinese Language Society**

- Participated in a Mandarin language Programme where I learned to communicate in mandarin.

December 2019 **Participant of Pimpin Siswa Jamboree 2019 Camp**

- I was trained to be more competitive, unique, and helped me to develop my leadership and teamwork skills.

May 2018 – May 2019 **Alchemy Society, Penang Matriculation College.**

- Committee Member in Alchemy Society where I conducted games and quizzes in Sains Carnival event (state level).

Nov 2018 – May 2019 **Peer Assistant Learning (PAL) Programme, Penang Matriculation College.**

- PAL leader for physics and mathematics subjects where I guide and teach fellow students who are struggling in their academics to score a good result in exams.

REFERENCES

Professor Aman Jantan

School of Computer Science

Universiti Sains Malaysia

Tel: +604 653 2157

Email: aman@usm.my