U **Giridharan**

Bengaluru, Karnataka, India

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EDUCATION

MVJ College of Engineering

Bachelor of Engineering in Computer Science | CGPA: 8.7

Cambridge Pre-University College

Class XII | Percentage: 94%

Dec. 2021 - May 2025

Bengaluru, Karnataka

Jun. 2019 - Jun. 2021

Bengaluru, Karnataka

Experience

Machine Learning Intern

Rooman Technologies

Sept. 2024 - Mar. 2025

Bengaluru, Karnataka

- Implemented ML models using Scikit-learn, covering regression, classification, and clustering techniques.
- Preprocessed and transformed data using Pandas, feature engineering, normalization, and encoding techniques.
- Followed SDLC principles and collaborated in an Agile-like workflow.

Software Engineering Intern

Nov. 2023

Systecks Solutions

Remote

- Collaborated with a team to integrate and optimize the catalog feature on an e-commerce platform, using Java & Springboot.
- Actively engaged in reading, editing, and creating comprehensive documentation, facilitating smoother team collaboration and knowledge transfer.

Projects

CodeChoreo React, Typescript, Node.is, Express, Socket.io

Github

- Developed CodeChoreo, a real-time collaborative coding platform where multiple users can write and edit code together, with features like live synchronization, version control, and an interactive coding environment.
- Integrated an AI-powered chatbot to help users by providing code explanations, debugging assistance, and suggestions, making it easier to understand and fix errors quickly.

BookHaven | Spring Boot, Thymeleaf, Alpine.js, Docker, RabbitMQ, PostgreSQL, Keycloak

Github

- Engineered a scalable online bookstore featuring dynamic catalog management, efficient order processing, and real-time notifications to streamline the entire purchase workflow.
- Implemented OAuth2 single sign-on for secure login and built an async messaging system for reliable service communication and instant order updates.

Tacti-kick 🗹 | React, Node.js, Express, PostgreSQL

Github

- Architected and deployed a football set-piece tool that dynamically recommends optimal player roles for corners and free-kicks based on input attributes like successful setpiece goals, crossing and height.
- Designed a real-time pitch interface with interactive tactical visualizations, enhancing user understanding of role assignments and improving decision-making in match scenarios.

TECHNICAL SKILLS

Programming Languages: Java, Python

Web Technologies and Databases: HTML, CSS, JavaScript, Typescript, Postgresql, MySQL

Frameworks & Libraries: React, Spring Boot

Developer Tools: VS Code, Git, GitHub, Postman, Docker

Software Practices: RESTful APIs, CI/CD, Unit Testing & Debugging, Agile Methodologies, SDLC

CERTIFICATIONS

- * AWS Academy Cloud Foundation 🗹 | AWS Academy
- * Complete Web Developer: Zero to Mastery 🗹 | Udemy
- * Google GenAI Study Jam 🗹 | Google