Gokul S

B.E. in Computer Science & Engineering, 2022 - 2026

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ABOUT ME

An independent and self-motivated hardworking individual dedicated towards goals. My goal is to join a dynamic company where I can leverage my skills and gain further experience to enhance both the company's productivity and reputation

EDUCATION

B.E. Computer Science & Engineering - $8.0\ \mathrm{CGPA}$

Er. Perumal Manimekalai College of Engineering, Hosur
2022 - 2026

Higher Secondary School - 75.83%

Sri Vijay Vidyalaya Matric Higher Secondary School, Hosur
2021 - 2022

PROJECTS

Profile 360
- Developed an Android application using Java and XML in Android Studio to manage member profiles with add, edit, view, and delete functionalities.
- Integrated profile picture support allowing users to upload and update profile images from the device.
- Implemented a user-friendly interface for seamless profile management, enhancing usability and interaction.

Football Analytics
- Developed an AI-powered analytics platform for football matches, leveraging machine learning models to evaluate and predict team performance.
- Implemented data-driven insights on key metrics such as possession, pass accuracy, and player movement patterns.
- Integrated real-time match data analysis to support strategic decision-making and performance optimization.

Virtual Mouse
- Created a gesture-controlled virtual mouse using OpenCV, enabling users to interact with computers without physical contact.
- Captured and analyzed real-time hand and finger movements using webcam input for accurate cursor control.
- Implemented left-click, right-click, and drag functionalities using contour detection and gesture classification techniques.

SKILLS

Python   Java   Android Studio
Machine Learning   C   Kali Linux
HTML   CSS

COURSE & CERTIFICATES

"Cyber security & Ethical hacking" from Rinex

"Android application development" from NISC

"Python & C" from TCSC