





HARISANKAR CD

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❖ SKILLS

FRONT-END DEVELOPMENT: HTML5, CSS3, JavaScript, Angular

BACK-END DEVELOPMENT: Node Express MongoDB

PROGRAMMING-LANGUAGES: C, C++, Python, Java

OPERATING SYSTEMS: Linux, Windows

COURSEWORKS: Data Structures, Object Oriented Programming, Computer network, DBMS

VERSION CONTROL: git

❖ EDUCATION

- Bachelor of Technology in Computer Science and Engineering
ViswaJyothi College of Engineering and Technology Vazhakulam, Ernakulam
CGPA: 9.16
2019 - Present
- Directorate of Higher Secondary Education, Class XII
SNDP HSS, Muvattupuzha, Ernakulam
Percentage:96.4%
2019

❖ PROJECTS

- EMOTIFY
 - Worked on a project that utilized transfer learning techniques to develop a system that could detect the emotion of a user and recommend music and songs based on the detected emotion. This project analyzes the user's emotional state and suggest appropriate music choices.
 - A live application that uses computer vision to analyze a short video of a person and detect their dominant emotion. Based on the emotion detected, the application recommends a webpage that offers the user a choice between music or movies as a means of addressing their emotional state. The user can then select their preferred option, and the application will provide recommendations for music or movies accordingly.
 - It is primarily built on python and incorporated transfer learning, OpenCV, Flask Framework, Haar-Cascade algorithm and mobilenetv2 is used for transfer-learning. Trained with FER-2013 consisting of over 30,000 images
 - It was trained to detect 7 emotions namely anger, disgust, happy, neutral, sad and surprise. Achieved an accuracy of 84%.
- Sportify
 - Developed a web application for organizing and hosting sport competitions at schools using the MEAN stack (MongoDB, Express, Angular, Node.js).
 - This application was designed to allow 3 groups of users, including participants, organizers, and house captains, to access and perform different actions within the application based on their specific roles.
 - Implemented CRUD (create, read, update, delete) operations for managing events and user registration, and utilized Bootstrap for the front-end design to enhance the user experience. This application was designed to streamline the process of organizing and hosting sport competitions at schools, making it easier for organizers to manage events and for participants to register and participate in them.

❖ STRENGTHS

- Creative
- Flexible
- Focused

❖ COCURRICULAR ACTIVITIES

- FOSS Students VJCET Member 2021-present
 - Hosted Hacktober fest 2022 to help students to know more about git and GitHub helped many of them to merge their first push request.
 - Put together a 4-week Workshop for coaching freshers in computer Science and 5 other streams in C programming. Taught them the basic of C Language.
- Computer Society of India VJCET Chapter Member 2020-present
 - Attended various programs organized under CSI VJCET

❖ COURSES AND CERTIFICATION

- Responsive Web Design FreeCodeCamp
- MEAN StackDevelopment ICT academy of Kerala.
- Crash course in Python by Google Coursera
- Python Certification HackerRank

❖ INTERSHIPS

- Attended a month - long internship on which focused on Artificial intelligence under National Engineering Olympiad. Learned the concepts of Machine learning and built a German to English Translator as the final Project.

❖ POSITION OF RESPONSIBILITY

- Technical Lead Foss Students Chapter VJCET 2021-present
Conducted and participated in various events as a part of ICFOSS VJCET

❖ LANGUAGES

- English
- Malayalam