
EDUCATION

Shridevi Institute of engineering & Technology

Bachelor of Engineering (Computer Science Engineering): GPA: 7.8

Sir M V PU college

Pre-University Education (PCMB): Percentage: 75%

J S S Public School

Central Board of Secondary Education: Percentage: 63.7%

Tumkur, Karnataka, India

Final Year-2024

Davangere, Karnataka, India

2019-2020

Hadagalli, Karnataka, India

2013-2017

SKILLS SUMMARY

- **Languages:** JAVA, SQL, PYTHON, PHP, GIT
 - **Frameworks:** Angular, SpringBoot, Bootstrap, Hibernate
 - **Tools:** MySQL Workbench, Git, JavaScript
 - **Platforms:** Eclipse, Visual Studio
 - **Soft Skills:** Rapport Building, Strong Stakeholder Management, People Management, Excellent communication
-

WORK EXPERIENCE

Trainee Full Stack Java INTERN (EduBridge) | [Link](#)

March 24-July 24

- Developed a strong understanding of Java programming language, including core concepts such as classes, objects, inheritance, polymorphism, and exception handling. Acquired skills in frontend development by creating interactive user interfaces using HTML, CSS, and JavaScript, and gaining knowledge of frontend frameworks like Angular and React.
 - Demonstrated problem-solving skills by successfully tackling real-world challenges and finding innovative solutions using Java technologies. Collaborated effectively with a team of developers, communicating, and contributing to project deliverables.
-

PROJECTS

College Database-Management-System | [LINK](#)

December 23-February 2023

- Developed a Java application for college management tasks using MySQL, showcasing proficiency in SQL concepts.
- Provided guidance on setting up the application, troubleshooting MySQL access issues, and deploying the project using XAMPP virtual server.

Karnataka-Flag-Using-OpenGL | [LINK](#)

July 23- August 2023

- Utilized Computer Generated Visualization (CGV) techniques to visually explore and interpret the symbolic elements of the Karnataka flag, enhancing understanding of its cultural significance.
- Employed OpenGL technology in projects to create immersive graphics experiences, showcasing proficiency in graphics rendering, programming languages like C++ and Java, and utilization of graphics hardware for high-quality visualizations.

Automated-Parking-System-using-ML | [LINK](#)

January 22-March 2022

- Implemented an Automated Parking System using Machine Learning for efficient management of multiple parking slots, enabling easy retrieval of car license plate information and monitoring of filled and vacant slots.
 - Utilized a Database to store parking data, enabling real-time tracking of parked vehicles and efficient allocation of parking slots based on car image detection.
-

CERTIFICATES

Responsive Web Design (FreeCodeCamp) | [CERTIFICATE](#)

March 2023

- Covered topics such as HTML, CSS, Flexbox, Grid, and responsive design principles.
- Completed projects including creating a tribute page, survey form, and personal portfolio website.

Introduction to Programming Using Java (Springboard Infosys) | [CERTIFICATE](#)

June 2022

- Completed Introduction to Programming Using Java course at Springboard Infosys.
- Acquired foundational skills in Java programming through hands-on projects and exercises.

Python for Data Science (Springboard Infosys) | [CERTIFICATE](#)

November 2022

- Completed Python for Data Science course at Springboard Infosys.
- Developed expertise in using Python for data analysis, visualization, and machine learning applications