Jeevesh Krishna Arigala

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🎓 Education

BE Computer Science, *SSN College of Engineering, Kalavakkam, Tamil Nadu*
CGPA : 9.38/10
Activities:
- *ACM Student Chapter Core Committee (Technical Member, AI, and ML Team)*
- *SSN Cybersecurity Club (Vice Chair and Co-Founder)*
- *Problem Setter for ACM Cyber Paradox (ACM Student Chapter CTF Event)*
- *Hosted Live CTF Workshops and Demos (SSN Cybersecurity Club Events)*

🧩 Technical Skills

Programming: *Python3, C, SQL, Java, JS, Bash, HTML, CSS*
Frameworks and Tools: *Tensorflow 2.0, OpenCV, Git, NodeJS, MongoDB, Google Cloud Platform, Oracle SQL, MySQL, Firebase, Heroku*

📂 Projects

Kodex-Draw, *HTML, CSS, PaperJS, HammerJS, Web Sockets*
A Drawing canvas that uses web sockets for real-time bidirectional event-based communication for collaboration and also smoothens whatever you draw giving you more control over the diagram. Can be used on a Digital Board in Classrooms.

mApantser-Blog, *Python3.x, Html, CSS, JS, Flask, Google Firestore, Jinja*
Simple Web App built from scratch using the Flask framework. It uses Jinja for templating the HTML and Google Cloud Firestore as a NoSQL database. This app allows you to easily create and manage blog posts and track stats and analytics. You can also add tags to each blog post to easily organize and find them later.

Smart Armband with Fall Detection (In Progress), *IoT, ML, Human Activity Sensing and Recognition*
An internally funded project by the department of computer science SSNCE, which helps detect falls, predict heart strokes and inform the caretakers and doctors for the elderly in case of emergency. The web application provided with the device will help manage and assess the patient's vitals on a regular time to time basis. The data gathered through the sensors include Heart rate, Oxygen saturation, etc.

AI Tic-Tac-Toe, *Python3.x, Pygame*
A Tic-Tac-Toe game against the computer with a graphical user interface that uses a minimax algorithm to always play the optimal move.

Maze Solver, *Python3.x, PIL, Pygame*
A program that uses manhattan distance as a heuristic function and solves a maze given its structure and writes the explored states and solution to a JPEG file.

📚 Courses

AWS Machine Learning Foundations, *AWS*

MIT Introduction to Deep Learning 6.S191, *MIT*

CS50's Introduction to Artificial Intelligence with Python, *Harvard*

Intro to TensorFlow for Deep Learning UD187, *Google*

🏅 Awards/Achievements

NSEJS National Top 1 %, *IAPT*
Awarded the National Top 1 % certificate in NSEJS by the Indian Association of Physics Teachers.

USACO
Contributed to the open source USACO Guide for competitive programming