



Jijainth Dhinakaran

Silvanstr 4, Munich, 81927, Germany, +49 174 9566895, jijainthdhinakaran@aol.com

Date of birth	30.05.2002	Nationality	Indian
LINKS	LinkedIn , GitHub		
PROFILE	I'm a full-stack developer skilled in React, Flask, and MongoDB. I've mastered data structures and algorithms through extensive LeetCode practice and possess strong system architecture knowledge. I have practical experience in machine learning and neural network projects from both my university and company roles. I excel in both team leadership and solo projects. Currently pursuing a B.Sc. in Artificial Intelligence, I also work on my own programming projects in my free time. With experience from four diverse roles, I'm ready to make a significant contribution to my dream company.		
EDUCATION			
Oct 2021 — Mar 2025	B.Sc.Artificial Intelligence , Technische Hochschule Deggendorf		Deggendorf
SKILLS	Python C# React Algorithms and Data Structures Distributive System and Architecture	Machine Learning and Neural Networks MongoDB & SQL DevOps Cloud Platforms PowerBI	
EMPLOYMENT HISTORY			
May 2022 — Nov 2022	Data Analysis and Q-Reporting , Vitesco Technologies Power Bi report using DAX for the Electrification Technology Department		Regensburg
Jan 2023 — Oct 2023	Software Engineer, CSA Group Bayern GmbH <ul style="list-style-type: none">Thermocouples Defect Detection using Computer Vision with GUI in Manufacturing PipelineFull stack development using FlutterGas Valve turning automation using Vention Pneumatic Actuators and Servo MotorsEmployee Equipment Management and Tracking System for IT team using PowerAppsAuto mail sender using PowerApps for logistic team		Plattling
Oct 2023 — Feb 2024	Automation Engineer for Supply Chain Division, Vitesco Technologies <ul style="list-style-type: none">Supply Chain Backlog Automation Scripts for the Supply Chain Department using PythonWeb Scrapping Crawlers using Python and Selenium for Customer Portal Data Collection		Regensburg
Mar 2024 — Sep 2024	Devops and Functional Software Engineer, DRÄXLMAIER <ul style="list-style-type: none">Development of Version Control Documentation and Review Application using PySimpleGUI and API protocolsAs a DevOps engineer, I managed version control, distributed tasks among my colleagues, reviewed pull requests, and suggested code improvements to ensure quality and efficiency.Various Internal Scripts for Data Collection, Storage , Processing using Python		Vilsbiburg
LANGUAGES	English German	C2 B1	Tamil C2

PROJECT

Mar 2024

FULL STACK AI OPEN SOURCE INTELLIGENCE SAAS FOR PERSONALISED MARKETING

FLASK - REACT - TAILWIND CSS - MongoDB - NLP - WEB SCRAPPING

- Back-end development uses Python and Flask to handle data processing and machine learning tasks.
- Front-end development uses JavaScript, React, HTML/CSS, and Tailwind CSS for an interactive user interface.
- Implements Shadecn/UI as a Tailwind CSS framework.
- Google login for personal history and data management
- Uses Social Searcher API for web scraping to gather data from various sources.
- Uses Perplexity AI API for natural language processing (NLP) to analyze and extract meaningful insights from collected data.
- Stores and manages data using MongoDB database.

Jan 2024

DISTRIBUTED MULTIPLAYER CHESS PLATFORM: A CLIENT-SERVER IMPLEMENTATION

PYTHON - PYGAME - SOCKETS

- Trained a custom computer vision model in Python using YOLOv5 to monitor and automate wire cutting and welding performance with a specialised camera.
- Developed a custom GUI with the Tkinter framework to interact with the software, providing user-friendly control and monitoring capabilities.
- Integrated the software with an ESP32 chip using the MQTT protocol to control machine movements, automating the entire manufacturing pipeline.

Jul 2023

WIRE WELDING DEFECT DETECTION USING COMPUTER VISION WITH GUI IN MANUFACTURING PIPELINE

PYTHON - YOLO - OPEN CV - TKINTER

- Trained a custom computer vision model in Python using YOLOv5 to monitor and automate wire cutting and welding performance with a specialised camera.
- Developed a custom GUI with the Tkinter framework to interact with the software, providing user-friendly control and monitoring capabilities.
- Integrated the software with an ESP32 chip using the MQTT protocol to control machine movements, automating the entire manufacturing pipeline.

Feb 2024

NEURAL NETWORKS - TESLA FALCON LIKE ROCKET LANDER IN UNITY C#

C # - UNITY - ML AGENTS - SIMULATION

- Trained an AI agent to land orbital-class rockets using Unity ML-Agents toolkit and OpenAI's Proximal Policy Optimization (PPO) algorithm.
- Started training with the agent performing random actions to simulate an untrained state, allowing it to explore and understand rocket dynamics.
- Implemented a reward system that incentivizes successful landings, giving positive rewards for stable touchdowns and negative rewards for crashes.
- Continuously optimized the agent's neural network parameters iteratively using C# based on the rewards received, leading to improved performance over time.

Nov 2023

2D RETRO SHOOTER GAME IN UNITY

C# - UNITY

- The game is a classic retro shooting game where the user is spawned in an area with walls.
- Enemy characters use the A* algorithm to track down the player.
- The player must survive using mobility and power.
- As time increases, more enemies are instantiated, making the game progressively harder.

AND MUCH MORE PROJECTS SHOWCASED ON MY GITHUB AND LINKED PROFILE (links in the front page)

**EXTRA-CURRICULAR
ACTIVITIES**

Website building using WordPress

-<https://maitreyeeindia.org/>

**Discord Founder & Admin for a well known
Indian Gaming Community with streamers**

BORN TO FLY -<https://discord.gg/446awacK>

REFERENCES

Prof. Dr. Patrick Glauner

Expert of the German Bundestag and the French National Assembly on AI

Johannes Zirkelbach

Quality Manager in Vitesco Technology GmbH

Christopher Bernard

Senior Project Engineer for CSA Group